



BEACH VOLLEYBALL

GLOSSARY



Ace

A serve that lands in the opponent's court without being touched or successfully returned, immediately scoring a point.

Block

A defensive move where one or more players jump near the net to stop or deflect an opponent's spike.

Dig

A defensive play where a player dives or reaches low to save the ball from hitting the ground after an opponent's attack.

Float Serve

A type of serve with minimal spin, causing the ball to move unpredictably in the air, making it harder to return.

Free Ball

A ball that is passed over the net without an attack, allowing the opposing team an easier setup.

Joust

When players from opposing teams simultaneously contact the ball above the net, and the ball falls on one side.

Kill

An attack that directly results in a point, either by hitting the sand or being unreturnable by the opposing team.

Rally

A sequence of plays from the serve until the ball is out of play.

Roll Shot

A softer attack where the ball is rolled over the block with controlled topspin, landing in an open space on the opponent's court.

Serve

The action that starts a rally. The server must hit the ball over the net into the opponent's court.

Set

A touch that sets up a teammate for an attack. Typically performed with the fingertips to accurately place the ball.

Side Out

When the serving team loses the rally, giving the serve to the opposing team.

Spike

A powerful downward hit of the ball, usually aimed to end the rally by making it difficult for the opposing team to return.

