

# CEV Queen & King of the court European Finals Utrecht 2022

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#BeachVolleyball



**QUEEN & KING**  
**OF THE COURT**  
EUROPEAN FINALS UTRECHT 2022

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# 1. Introduction

## 1.1. Competition Concept

The CEV Queen & King of the Court European Finals is a newly introduced initiative run together by the CEV and Sportworx, which is in line with the recommendations of the CEV Beach Volleyball Think Tank to embrace new and contemporary formats in the CEV Beach Volleyball event portfolio and to provide additional playing opportunities to athletes and National Federations.

Queen & King of the Court is a Beach Volleyball variant where the court is divided into a winner's side and a challenger's side. Points can only be scored on the winner's side. The game has substantial differences with the regular 2 vs 2 Beach Volleyball, with multiple teams being active simultaneously and playing under time rules in an elimination race.

# 2. 2022 Competition Parameters

## 2.1. Date and Venue

The 2022 edition of the CEV Queen & King of the Court European Finals will be hosted in Utrecht, the Netherlands from the 6<sup>th</sup> to the 11<sup>th</sup> of September.

## 2.2. Number of participating teams

The CEV Queen & King of the Court European Finals will be played with the participation of 30 teams per gender in total, 15 directly seeded in the Main Draw and 15 in the preceding Qualification Tournament to qualify 5 spots to the Main Draw as follows.

In each gender, the direct spots to the **Main Draw** are allocated as follows:

- Minimum 12 teams directly qualified as per the following breakdown:
  - ✓ Minimum 3 host country teams
  - ✓ Minimum 9 foreign teams respecting the country quota parameters
- Maximum 3 Wild Card teams. National Federations may submit their request for Wild Cards to the CEV at the latest by the registration deadline.

In case less than three Wild Cards are awarded, the remaining Main Draw spot(s) will be allocated to the next eligible team(s) according to the CEV Entry Ranking.

In each gender, the **Qualification Tournament** features 15 teams:

- Minimum 12 teams as follows:
  - ✓ 1 host country team
  - ✓ Minimum 11 foreign teams respecting the country quota parameters
- Maximum 3 Wild Card teams. National Federations may submit their request for Wild Cards to the CEV Office at the latest by the registration deadline.

In case less than three Wild Cards are awarded, the remaining spot(s) will be allocated to the next eligible team(s) according to the CEV Entry Ranking.

The allocation of Wild Cards will be circulated through the event's Confirmed Lists.

## **2.3. Right of Participation**

An athlete wishing to take part in a CEV competition must possess the nationality of the country he/she intends to represent and must fully comply with the requirements laid down by the FIVB Sports Regulations. In addition, each athlete needs to have the following documentation completed/updated on his/her VIS profile.

- Submit the Players Commitment & Health Certificate form as per the CEV instructions
- Have completed both the FIVB "Play Clean" anti-doping course as well as the FIVB e-learning course on the Prevention of Competition Manipulation that can be found [here](#)

Only athletes not suspended by CEV and/or FIVB are allowed to participate in the competition.

## **2.4. Registration & Allocation of teams in Main Draw & Qualification**

Registration for the event is through the standard registration procedure for all CEV sanctioned Beach Volleyball events using the respective CEV documents and forms, as detailed in the CEV Competitions Regulations.

The registration deadline for the CEV Queen & King of the Court European Final is set for Monday, 8<sup>th</sup> of August.

Teams will be distributed across the Main Draw, Qualification and Reserve List of the competition according to the CEV Entry Ranking on the day of the registration deadline taking into consideration the below Country Quota rule:

- Maximum 4 host country teams per gender (3 in Main Draw & 1 in qualification)
- Maximum 3 foreign country teams per gender (2 in Main Draw & 1 in qualification)

When two or more Teams have the same amount of points in the CEV Entry Ranking, the order of Teams is established as per the conditions set in the CEV Beach Volleyball Competitions Regulations.

Country Quota limitations may be voided in case the roster of teams registered for the event or present during the Preliminary Inquiries/Technical Meetings is not complete.

Wild Cards are not considered in the above quota limitations.

## **2.5. Seeding**

Teams will be seeded to the Main Draw and Qualification Tournament according to the Sum of the CEV Entry Ranking points of the individual athletes on Monday, 8<sup>th</sup> of August.

Teams coming from the Qualification will take the last 5 spots available in the Main Draw according to the sum of their CEV Entry Ranking points as Monday, August 8<sup>th</sup>.

The top seeded team of the hosting National Federation, i.e. the Netherlands, will be seeded as Number 1 in both genders.

## **2.6. Substitution of an Athlete / Withdrawal of a team**

Before the registration deadline, a National Federation may substitute an athlete from a team or withdraw a team from the competition through the VIS, without any consequences.

After the Pools seeding, a National Federation may substitute only one athlete per team from the competition in case of injury/medical reason or “force majeure” through the CEV BV-03 form; respective proof or documentation must be presented to the CEV.

In case of such substitution, the new team’s CEV Entry Ranking points as of Monday, 8<sup>th</sup> of August are taken into consideration for the new team’s entry. The new team is then placed into the Main Draw or Reserve List accordingly.

In case of a replacement of an athlete after the pool seeding, the new team’s CEV Entry Ranking points as of Monday, 8<sup>th</sup> of August are taken into consideration for the new team’s entry. The new team is then placed into the Main Draw, Qualification or Reserve List accordingly:

- In case the team remains in the Main Draw or the Qualification Tournament, the position in the pool will be maintained.
- In case the team moves down to the Qualification / Reserve List, the next team on the Qualification Tournament / Reserve list (considering country quota limitations) becomes eligible to enter the Main Draw / Qualification in the vacant position in the pool.

After the pool seeding, a National Federation may withdraw a team from the competition in case of injury/medical reason or “force majeure” through the CEV BV-03 form; respective proof or documentation must be presented to the CEV.

In such case, the next team on the Qualification Tournament/Reserve List (considering country quota limitations) becomes eligible to enter in the Main Draw/Qualification Tournament in the vacant position in the pool.

## **2.7. Competition format / Rules of the Game**

The event will be played using the following competition format and rules:

### Teams

- Each team consists of two players.
- Each match will be played by multiple teams with a minimum of three (3) teams.
- Starting from the Quarter Finals, all points scored in all previous rounds by teams (excluding lucky loser rounds) are used to create the points ranking. This ranking is then used to determine the relevant pool composition.
- Before the start of the game, there will be a draw to decide which team has the benefit of starting on the winner’s side (aka Queen’s/King’s side). This draw will take place right before the start of the match. Every team picks a playing card. The team that picks the ‘Queen’ or ‘King’ will start on the Queen’s/King’s side and the service order is established by the order of the playing cards (in descending order, from highest to lowest) picked by each team.
- For play-off rounds, there will be no draw. Players will be starting the game according to their position in the points ranking.
- When players get injured during the match, they can be treated next to the court, but the game will continue.

### Game

- The game will be played on a regular size beach volleyball court. On each side of the court, there is a set of a gold and black boundary lines. The gold lines refer to the Queen’s / King’s side of the court and the black lines refer to the challenger’s side of the court.
- The Queen’s/King’s side is the only side of the court where a team can score points.

- The challenger's side is the side where teams can challenge the 'Queens' or 'Kings'. When teams win the point on this side, they earn a spot on the Queen's/King's side where they replace the team that was on that side during the rally and the team that was replaced goes back to the challenger's side, respecting the teams' order in place at that point.
- Each rally starts with a serve from a team on the challenger's side.
- The team that is serving can decide which player of the team is serving. There is no specific order and limitation on how many times one player can serve.
- If the team on the Queen's/King's side wins the rally, they earn one (1) point and they will remain on the Queen's/King's side.
- If the team on the challenger's side wins the rally, they earn the spot on the Queen's/King's side.
- Points can only be earned on the Queen's/King's side.
- If the team on the challenger's side loses the rally, they will leave the court and stay at the challenger's side. At the challenger's side they will wait for their turn to serve again, respecting the teams' order.
- There will be a maximum of eight (8) seconds in between the end of a rally and the beginning of a new rally.
- When a rally starts, the game will be played according to the regular beach volleyball rules.
- Teams cannot take a time-out.

### Points

- If a team on the challenger's side makes a serving mistake, there will be no points awarded to the team on the Queen's/King's side. Exceptions to this rule are:
  - Three (3) service mistakes in a row result in one (1) point for the team on the Queen's / King's side.
  - In the last (1) minute of a round, every service mistake is one (1) point awarded to the team on the Queen's/King's side.
- When three (3) service errors are reached or a new team enters the Queen's/King's side, the service mistakes will go to zero (0) and the count starts again.
- After each round, the team with the lowest number of points scored in that round will be eliminated.
- When there are two teams with the same lowest number of points at the end of a round, the team with the longest stay on the Queen's/King's side will advance to the next round. If the longest stay is equal as well, the team that had the longest stay first will advance to the next round.
- The following round will start according to the result of the previous round. The team with the most points will start the next round on the Queen's/King's side, the team with the second highest number of points will be the first challenging team, the team with the third highest number of points will be the second team to serve from the challenger's side, and so on.

### Golden Ball reward

- When in a phase the top 3 of each group advances to the next round, the teams can earn a golden ball in their match. They can use this golden ball in the next phase only. For example: During the group stage, teams can earn a 'golden ball' to use in the semi-final.

- This 'golden ball' will be earned by the winner of round number three (3). This means when there are three (3) teams remaining, they are battling for a prize to use further in the tournament.
- The 'golden ball' can be used as a wash. This means when a team is on the Queen's/King's side and loses the rally, they can use the 'golden ball' to re-play the rally. This also means the rally will be played against the same team on the challenger's side. The 'golden ball' can only be used once.
- The 'golden ball' can only be earned in the Group Stage or the Quarter Finals.

### Time per game

- One match with 5 teams has 3 rounds
- Each round will be played in fifteen (15) minutes.
- After 10 minutes in each round, there will be a time-out of 1 minute. The time out only begins when the rally that started before reaching 10 minutes has ended.
- The final round will be played until fifteen (15) points or in fifteen (15) minutes.
- There will be a buzzer (sound) at the end of each round. When the buzzer goes on, it means the round is over.
- In case the buzzer goes on in the middle of the rally, the rally will continue until completed.

## **2.8. Prize money**

Prize Money shall be allocated to all participating teams as per the following breakdown:

Rank	Prize money (per NF)
1	€17.500, -
2	€12.500, -
3	€10.000, -
4	€8.000, -
5	€6.000, -
6	€4.750, -
7	€4.500, -
8	€4.250, -
9	€3.750, - (x2)
11	€2.900, -
12	€2.750, -
13	€2.250, - (x3)
16	€1.650, -
17	€1.600, -
18	€1.300, -
19	€1.250, -
20	€1.200, -
Longest stay	€2.000, -
Qualification (phase one & phase two)	€360, - per team

## 2.9. Athletes' Uniforms & Accessories

The organiser will be providing uniforms (tops only) to all participating teams.

Athletes are responsible to bring their own shorts/bikini bottoms as per the provisions of the CEV Beach Volleyball Competitions Regulations and the FIVB Official Beach Volleyball Rules. Athletes may use gear and accessories as defined in the CEV Beach Volleyball Guidelines.

## 2.10. Accommodation & Travel Schedule

All participating teams will have to bear their own travel and accommodation expenses and will have the possibility to book a room in the athletes' hotel at their own expense and at a special rate. Details will be communicated by the CEV through the event's Practical Info document.

Up to 2 additional Coaches/Team Managers and other Team members' can be accredited.

All accredited teams and delegation members have to arrange their own transportation from the hotel to the venue and vice versa.

# 3. Financial Regulations

## 3.1. Entry Fee

For the participation of each team the respective National Federation shall pay an entry fee of 100,- EUR per team to the CEV upon receipt of the relevant invoice at the end of the 2022 season.

## 3.2. License Fee

For each athlete participating in any CEV competition in 2022, the respective National Federation shall pay upon receipt of the respective CEV invoice, a one-off license fee amounting to 20, - EUR per player.

# 4. Further Information

All necessary information about the competition will be circulated to the National Federations using the Official Communications and the event's Practical Info document.

Additional information concerning the competition and the registered teams will be published on the relevant event section of the CEV website.

# 5. Contact Addresses

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