

Sand Volleyball

All players must sign the activity consent form and present their valid ZipCard prior to each game. No one will be permitted to play without their ZipCard. No Exceptions!

Intramural Volleyball rules, with certain modifications, are used as a guideline for rules. Campus Recreation Staff will have the final say on all rules and their application. Spectators must remain in the designated seating area. Misconduct of spectators, players or coaches can result in an ejection or forfeiture of the game.

1. NUMBER OF PLAYERS

- 1.1. Teams consist of 4 players, but may start and/or play with 3 players. All players must be checked in with the Intramural staff before they are allowed to participate.
- 1.2. The game will end if a team has to drop to less than 3 players due to injury or ejection, regardless of the score.

2. LENGTH OF GAME

- 2.1. All matches will consist of the best 2 out of 3 games. The match will be no longer than 45 minutes. If neither team has won 2 games within the 45 minute time period, the winner will be the team with at least 1 win and the most points in the current game at the end of the time limit. [Note: If time limit is reached during game 2 and the winner of game 1 is behind, game 2 is declared over, with a 1-1 match score. Proceed to game 3 with next team to score being declared the winner.]
- 2.2. A coin toss at the beginning of the match will determine the choice of court or service. The team which does not serve first in game 1 will serve first in the second game. Teams must switch sides between the first 2 games. A coin toss will be conducted for the choice if there is a third game.
- 2.3. All games will be rally scoring: Rally scoring means a point is scored on each serve, no matter whether the team who won the point served the ball or not.
- 2.4. Each of the 3 games will be won by the **first team to score 21 points**. A 2 point advantage is not required. There is a 21-point cap in all 3 games. If both teams are tied, in game 3, at the end of the 45 minute time limit, the next team to score will be declared the winner.

3. FORFEIT POLICY

- 3.1. When a team does not have the minimum number required to play, a forfeit is declared at game time. A forfeit of this nature will count as a loss and result in an automatic 3 for sportsmanship.
 - a. EXCEPTION: The opposing team grants a 10 minute grace period, in which case the game clock starts at game time, and play continues with remaining time once the team becomes ready.
- 3.2. Should a team be granted the grace period, the following penalties will be assessed:
 - a. Within 5 minutes of game time, opposing team receives 5pts and the serve.
 - b. Within 5-10 minutes of game, opposing team receives additional 5pts.
 - c. Final forfeit score is a 2-0 match win for opposing team; granted at the end of 10 minute grace period.
- 3.3. If a team takes a win by forfeit without allowing the grace period, the win is recorded as 1-0, with a 4 for sportsmanship.
- 3.4. If neither team is present with at least the minimum number to play, a double forfeit is issued.
- 3.5. Teams are allowed 2 forfeits per season. After 1 forfeit, team is no longer eligible for playoffs. After 2 forfeits, team is removed from league.

4. EQUIPMENT

- 4.1. **NO jewelry allowed.** The only exception is a medical alert bracelet that must be taped down. Penalty: Ejection if not removed after initial warning.
- 4.2. Casts and/or any other item deemed to be dangerous by the official or supervisor may not be worn during the game.
- 4.3. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with a least 2" of slow recovery rubber or similar material will be allowed.
- 4.4. Campus Recreation provides game balls only. Teams must bring their own for warm-up. Team balls may also be used for games if both teams agree on usage.

5. SUBSTITUTES

- 5.1. Teams may make substitutions only when they have the serve, and may only substitute in the server's position. Teams are allowed to make as many substitutions as they like.

6. SPECIAL INTRAMURAL MODIFICATIONS

- 6.1. During the game, if a player steps under the net on to your opponent's court there is no penalty unless that player interferes with the volley.
- 6.2. Let Serve: this rule means that during the serve if the ball hits the net and goes over to your opponent's court, the serve is still in play, i.e. legal.

6.3. All matches will be self-officiated. IM Sports staff will make judgments regarding interpretations of the rules, not on specific calls (e.g. "in" or "out" calls). If teams cannot come to a resolution regarding a call, replay the point.

7. ADDITIONAL COED RULES

- 7.1. Teams consist of 4 players, 2 men and 2 women. Other combinations may include 1 man and 2 women or 2 men and 1 woman.
- 7.2. The game will end if a team has to drop to less than 3 players due to injury or ejection, regardless of the score.
- 7.3. There are no restrictions regarding female touch during a volley. If the ball is hit more than once, a female **does not** necessarily have to be involved – this differs from Indoor Volleyball.
- 7.4. Men and women must alternate positions in the rotation, so women must sub for women and men sub for other men.