

# Sand Volleyball Rules

Revised: June 2015



Any rule not specifically covered will be governed in accordance with the [2013-2016 USA Beach Volleyball Rule Book](#).

## **ASSUMPTION OF RISK STATEMENT**

All Intramural Sports participants are responsible for their own medical expenses. Any participant unsure of his/her physical condition should check with their physician or the University Clinic before participating in an Intramural Sports contest.

## **CODE OF CONDUCT**

Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches or spectators can result in an unsportsmanlike penalty, ejection or forfeiture of the game. Team Captains will be held responsible for spectator, team and sideline misconduct. Two ejections from any contest will result in an automatic forfeiture.

## **RULE 1: ELIGIBILITY**

- 1. PARTICIPATION:** Participation is limited to currently enrolled, fee-paying University of Southern Mississippi students, faculty/staff members with Recreational Sports Memberships, and significant others of eligible participants.
- 2. CHECKING IN TO AN EVENT:**
  - a. Participants who appear on the IMLeagues.com roster by noon of the day of their event may check into intramural activities with any form of a government picture ID.
  - b. Participants who wish to check in to an event but do not appear on the IMLeagues.com roster must present their Southern Miss ID or REC Card.
- 3. NUMBER OF TEAMS:** Players can compete for only one single sex team and one Co-Rec team, regardless of league classification (example: participants cannot play for a men's A team and a men's fraternity team).
- 4. AFTER CHECK IN:** Once a participant has signed in for a team, he/she may not transfer to another team.

## **RULE 2: TEAM COMPOSITION**

1. **TEAMS:** Each team will consist of 4 players on the court at one time. A minimum of 2 players are required to start the game.
2. **CAPTAIN:** Each team shall designate a team captain to make all decisions. The team captain is responsible for the eligibility, conduct, and attendance of his/her team. He/she is responsible for the validity of the team score sheets after having the score audited by the opposing team's captain. Each captain will sign the score sheet after completion of play. Each team shall designate a team captain to make all decisions.
3. **PARTICIPANTS:** Team representatives including players, coaches, spectators, and other persons affiliated with the team are subject to these sport rules and all Intramural Sports policies.

### **RULE 3: DEFAULTS, FORFEITS AND PROTESTS**

**FORFEITS:** If a team fails to appear with the required minimum number of players, ready to play, at the scheduled location at the scheduled start of the event, a member of the Intramural Sports staff will declare the contest a forfeit. Teams that forfeit will receive a 'C' for sportsmanship and will be required to pay \$15 to the Recreational Sports Office. The captain of the forfeiting team will be suspended from all intramural activity until that payment has been made. Teams are only allowed one forfeit per sport per season. If a team forfeits twice, it will be removed from the league for the remainder of the season.

**DEFAULTS:** If a team knows that they will be unable to play a scheduled game, the team captain must contact the Intramural Sports office by e-mailing [intramurals@usm.edu](mailto:intramurals@usm.edu) or calling 601-266-5405 by 12:00 PM the day of the contest to declare a default. The defaulting team will receive a loss and a 'B' for sportsmanship. Teams are allowed one default or forfeit per sport. Upon the second infraction that team will be dropped from the league.

**PROTESTS:** Protests involving rule interpretations will be considered immediately following the incident in question. Play will be suspended until an Intramural Sports supervisor rules on the protest. If a team continues to play without calling the supervisor to the game site, then that team forfeits its right to a protest. Protests will not be honored after play has resumed. Judgment calls cannot be protested. If the protest is not approved, the protesting team is charged with a time out. If the protest is upheld, the delay shall count as an official's time out.

### **RULE 4: PLAYING AREA AND EQUIPMENT**

1. **PLAYING AREA:** All matches will be played outside the Payne Center on the sand volleyball courts.

2. **BALLS:** Balls will be provided by the Intramural Sports Program. Teams may agree upon a ball if they brought their own.
3. **JERSEYS/SHIRTS:** Teams are encouraged to furnish their own like-colored jerseys, however matching jerseys are not required.
4. **ATTIRE:** Participants must be in athletic/beach attire.
5. **PADS/BRACES:** No pads or braces may be worn above the waist. Leg and knee braces made of hard material must be covered on both sides and all edges with appropriate slow-recovery padding. Pliable gloves are permitted if the player desires.
6. **JEWELRY:** No jewelry may be worn. Jewelry must be removed before the participant will be allowed to participate. Medical alert bracelets are permitted but they must be taped down. Taping of all other jewelry is not permitted.
7. **BLOOD RULE:** When a player is bleeding, has an open wound, or an excessive amount of blood on his/her uniform the player will be directed to leave the game. The injured player is not to return until the bleeding has stopped, the wound is covered, and the bloody uniform is changed.
8. The Intramural Sports Staff has the right to deem certain equipment unsafe or illegal.

## **RULE 5: LENGTH OF THE GAME AND TIMING**

1. **LENGTH OF THE GAME:** The teams will play their best 2 out of 3 sets. The first 2 sets will be played to 21 and teams must win by 2. There will also be a 30 point cap for the first two sets. If a third game is played, the first team to reach 15 points shall be the winner (win by two). A cap of 20 will be used for the third game.

## **RULE 6: PLAYING THE GAME**

1. **START OF THE GAME:** Teams shall volley for service. The winner of the volley will choose either to serve or which side of the court they wish to play on. The team not awarded the serve shall serve in the second game. Teams will switch courts after each game.
2. **SCORING:** Rally scoring will be used during all matches.
3. **SERVING:** The ball may be served from any point behind the end lines and between the outside edges of the sidelines. The server cannot step on the end line at the time of service. The players must be within the court in a motionless position at the time of the serve.

4. **SERVING ROTATION:** The order of rotation specified by the starting lineup must be maintained throughout the game. At the beginning of a new game, the order may be rearranged.
5. **SERVICE AREA:** The server may move freely behind the rear boundary line.
6. **BOUNDARY LINES:** A ball landing on any part of the boundary line is considered in-bounds.
7. **NET SERVICE:** A serve is legal if it hits the net, goes over the net, and proceeds to land in-bounds on the opponent's side of the court.
8. **BALL TOUCHING THE NET:** The ball may touch the net while crossing the net at any time.
9. **BALL IN THE NET:** A ball driven into the net, other than a service, may be recovered within the limits of the three team contacts.
10. **RECEIVING THE SERVE:** A player may NOT attack the serve.
11. **REACHING OVER THE NET:** If a player reaches over the net, a foul shall be called except in the following instances:
  - a. Player reaches over the net on a follow-through
  - b. Player, in an attempt to block, reaches over the net on a follow through, whether or not they touch the ball, provided some part of the ball has crossed the net on the blocker's side before the follow through occurs
  - c. During an attempt to block, the ball is hit against the net with such force that it causes the net to move under the fingers or hand of the blocker
12. **REACHING UNDER THE NET:** A player may not reach under the net and touch the ball or a player on the opposing team when the ball is in play on the opponent's side of the court.
13. **CONTACT WITH THE NET:** It is a foul when a player or a player's clothing touches any part of the net. (Exceptions: incidental contact of the net by a player's hair or glasses; a ball is driven into the net or the wind blows the net and causes the net to touch a player).
14. **CENTER LINE:** A player may touch the floor across the center line with one or both feet/hands provided a part of the foot/feet or hand(s) remains on or above the center line. Contact with any other part of a player's body with the opponent's side of the court during play constitutes a fault.
15. **SUBSTITUTIONS:** Substitutions can only be made for the server.

## **Rule 7: Sportsmanship**

1. **RATING:** Each team will begin the contest with a 3 sportsmanship rating and shall be rated by the officials at the end of the contest. The authority of the officials' ratings exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the score sheet prior to captain signing off on the score and sportsmanship rating.
  - A. **(4.0) – Excellent Sportsmanship:** Players cooperate fully with the intramural sports staff and opposing team members. If necessary, the captain converses calmly with officials about rule interpretations and calls.
  - B. **(3.0) - Good Sportsmanship:** Team members verbally complain about some decisions made by the intramural sports staff and/or show minor dissent which may or may not merit a conduct warning (unsportsmanlike penalty / technical foul / yellow cards / etc.). Teams that receive one conduct warning will receive no higher than a "4" rating.
  - C. **(2.0) - Mediocre Sportsmanship:** Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection or two conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "3" rating.
  - D. **(1.0) - Below Average Sportsmanship:** Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection and one conduct warning or a combination of three conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "2" rating and the game will be forfeited.
  - F. **(0) - 1 - Unacceptable Sportsmanship:** Team is completely uncooperative. Captain has no control over teammates and/or him/herself. Any team that receives two ejections or four conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive a "1" rating and the game and season will be forfeited.

## **Rule 8: Co-Rec Clarifications**

1. **TEAM COMPOSITION:** Each team will consist of 4 players are on the court. A minimum of 2 players are required to start the game.
  - a. 4 players are on the court – 2 males and 2 females
  - b. 3 players are on the court – 2 males and 1 female or 1 male and 2 females
  - c. 2 players are on the court – 1 male and 1 female
2. **POSITIONING:** In court positioning, men and women must alternate positions; therefore, they must also alternate serving (except when a team plays with more female athletes).

3. **TEAM CONTACT:** When the ball is contacted more than once by a team, it must be contacted by a member of each gender.
4. **SUBSTITUTIONS:** Substitutions can only be made for the server. All substitutions must be male-for-male or female-for-female.