Sand Volleyball Rules

Eligibility

It is the responsibility of each team to know the existing intramural rules. IGNORANCE OF ANY INTRAMURAL RULE IS NOT AN EXCUSE!! The Department of Campus Recreation does not assume responsibility for the investigation of the eligibility of all participants. The Department of Campus Recreation will, however, investigate any case as required.

- Men are not permitted to compete in the Women’s Division.
- One (1) woman is allowed to appear on the roster of a Men’s team.
- It is the responsibility of all participants to know their own eligibility status at all times.

All current members of the Fitness & Wellness Center are eligible to participate. This includes faculty/staff, students, Alumni, semester off, and EELI students. If you have access to the Fitness & Wellness Center you are welcome to play Intramural Sports.

10 Minute Forfeit Rule: Your team has 10 minutes after their scheduled game time show up with the required number of players to start. For each minute late the opposing team will receive a point. Example team A shows up 5 minutes late team B will receive 5 points at the start of the game. Team B also has the option not to take any points.

Exceptions:
Any individuals who have been declared ineligible to participate through disciplinary sanctions by the Director or Assistant Director of Campus Recreation
- False Name:
  An individual may not participate under an assumed name or use false identification. Violation of this rule will result in suspension from further participation for the individual and/or team.

Compete on Two Teams:
A player may participate on only one team in any given activity during a season. Note: The only exception to this rule is that a player may play on a team in the men's or women's division and play on a Co-Rec team. If an individual plays for more than one team in that division, all teams involved will receive a forfeit in games in which that player was involved and the player shall be suspended for a period of 1 week.

Greek “A-Team” Rules
1. All participants appearing on the Greek “A” team roster must be on the official chapter roster with the office of Greek Life.
2. Alumni are not allowed to participate on Greek “A” teams.

Playoff Eligibility:
Team members must have participated in at least one (1) game during the regular season to be eligible for participation in the playoffs. Teams must earn at least a 7.0 Sportsmanship Rating average to participate in the playoffs.
- The Intramural Staff reserves the right to declare an individual ineligible for competition if his/her participation is considered unsportsmanlike or dangerous.
Professional and Olympic Athletes:
An individual who has participated as a professional/Olympic athlete in a sport is not eligible for intramural competition in that sport or similar sport.

Current and Former Intercollegiate Athletes:
Any person who participated with a varsity team in the current or last school year (i.e. practiced, red shirted, and/or played) is ineligible to participate in that intramural sport (or related activity). Ineligibility will be determined by the Assistant Director based on rosters, media guides, and participant reports which will be looked into and ruled upon. All protests on ineligibility rulings may be taken to the Director of Campus Recreation.

Ringer Rule
The ringer rule allows former varsity athletes and current sport club members the opportunity to participate in Intramurals in their sport (or related activity). Individuals are considered ringers in a particular sport for the following reasons:
1. They are a current sport club member in that sport.
2. They have competed on a College or University Varsity team at any level in that sport but are currently eligible for that Intramural sport.
Teams in open or competitive divisions may have two ringers on their roster. Teams in recreational divisions may not have ringers.
Any matter that cannot be resolved through these eligibility rules shall be brought to the Assistant Director of Campus Recreation for a decision.

Teams
Games shall be played with three (3) to four (4) players.

Official Game = 3-4 players present
Forfeit = Less than 3 players present

In Co-Recreational play, a team consists of four (4) players, two (2) women and two (2) men. Teams may start the game with three (3) players, two (2) women and one (1) man or two (2) men and one (1) woman. Teams may play 3 Men/3 Women and 1Woman/1Man by captains’ agreement.

The Court
All games will be played at the Intramural Sand Volleyball court located behind the Intramural Field House.

Equipment
A. Game balls will be furnished by Intramural Sports. A non-Intramural volleyball may be used if both teams agree before the match or game begins.
B. Illegal equipment
   Players shall not wear the following:
   1. Jewelry
   2. Any hard/unyielding hair control devices

Substitutes
There will be unlimited substitutions as long as substitutes enter for the same person during each game and when it is that person’s turn to serve.

In Co-Recreational play, a team must substitute men for men and women for women only.

The Game

Sand Volleyball Rules Amended July 23, 2013
A. The supervisor will declare a forfeit if any team is not ready to play within 10 minutes of the scheduled game time, or after the conclusion of the preceding match, if the previous match went past the scheduled time.
   a. The opposing team can take one point for every minute that your team is late.
B. A coin toss will determine who has the option of taking the serve or choice of courts. A flip of the coin determines service of the third game.
C. Teams will change courts at the end of each game of the same match.
D. **Scoring in all games will be by the rally scoring method (i.e. a point is awarded after each rally).**
E. A match is the best two out of three games. Length of the first and second games: A game is won by the first team to score twenty-five (25) points with a minimum lead of two (2) points (Cap at 30). The third game is won by the team that reaches fifteen (15) points with a minimum lead of two (2) points (Cap at 20).
F. *Teams need to change sides of the court in the third game when a team reaches eight (8) points.*
G. There is no center line violation provided the opponent is not interfered with.
H. Each team is allowed one (1) 30-second time-out per game.

**Service**

A. First Service in a Game
   1. The first service of game one will be determined by a coin toss.
   2. For games 2, and if necessary 3, first serve will go to the team that lost the previous game.
B. Service Order – teams will determine their own service order provided that every player serves at least once before a person serves a second time and so forth.
   
   **Note:** Before a player may be removed by a substitute they must serve at least one time

After the first service in a game, the player to serve is determined as follows:
   a. When the serving team wins the rally, the player who served before, serves again.
   b. When the receiving team wins the rally, it gains the right to serve. The next player in their order will serve.

*In Co-Recreational play, the serving order shall be male and female alternated or vice-versa. If a team is playing with three (3) players there is no penalty for serving two men/two women in a row, however if the IM supervisor teams the team to be taking advantage of this policy (i.e. aggressive jump serves by back to back males in the service order) points may be awarded to the receiving team.*

E. Execution of the Service
   1. At the moment of the service hit or takeoff for a jump service, the server must be completely behind the end line and not touching the court (end line included). After the service, the player may step or land inside the court.
   3. After clearly being tossed or released, the ball shall be contacted with one hand or any part of one arm before it touches the playing surface. In *EKU Intramural play,* the server does not have to release the ball.
F. The server will only have one (1) toss of the ball to execute the service. Allowing the ball to fall to the floor after tossing, whether it was touched by the server or not, will result in an illegal service and loss of the rally.
G. Screening
   1. The players of the serving team must not screen the opponents from seeing the server or path of the ball (PENALTY: Loss of rally).
   2. A player of the serving team makes an individual screen if the player waves arms, jumps or moves sideways when the service is being executed and the ball is served over that player.
   3. A team makes a collective screen when the server is hidden behind a group of two (2) or more teammates and the ball is served over them.
   4. If players bend over, they have not constructed a screen.
H. Illegal Service
   The following faults lead to change of service:
   1. The server
      a. violates the service order,
      b. does not execute the service properly, or
      c. violates the rule of service tossing error.

Sand Volleyball Rules Amended July 23, 2013
2. **Service Faults**
   After the ball has been correctly hit, the service becomes a fault if the ball:
   a. touches a player of the serving team,
   b. fails to pass over the net, or
   c. lands “out”.

**NOTE:** It is not a service fault if the ball contacts the net and passes over it.

**Attack-Hit**

A. During an attack-hit, tipping (directing the ball by contact with the fingers only) is permitted if the contact is brief and the ball is not held or thrown.

B. When the ball is entirely above the height of the net, attacking the serve is forbidden.

C. There are no front row/back row distinctions in sand volleyball, so any player may attack the ball from any location on the court.

**Block**

A. To be considered a blocker, the player(s) must reach above the net sometime during the effort. A blocker ceases to be a blocker only when he/she returns to the floor or makes a subsequent attempt to play the ball.

B. **Team Hits**
   1. A block contact is not counted as a team hit.
   2. After a block contact, a team is entitled to three hits to return the ball to the opponents.
   3. The first hit after the block may be executed by any player, including the player who contacted the ball to complete the block.

C. **Block within the opponent’s space**
   1. In blocking, a player may place hands and arms beyond the net, inside the antennas, provided that this action does not interfere with the opponent’s play.

D. **Blocking Contact**
   1. Consecutive (quick and continuous) contacts may occur by one (1) or more blockers provided that the contacts are made during one action.
   2. These contacts may occur with any part of the body.

E. **Blocking Faults**
   1. A blocker touches the ball in the opponent’s space before or simultaneous with the opponent’s attack-hit.
   3. A blocker contacts the ball in the opponent’s space from outside an antenna.
   4. A player blocks the opponent’s service.
   5. The ball lands “out” after contacting the block.

**Misconduct**

A. Incorrect conduct by a team member toward officials, opponents, teammates, or spectators is classified in three categories according to the degree of the offense. Depending on the degree of the team member’s conduct and the judgment of the Referee, the sanctions to be applied are:
   1. **Misconduct Warning:** For unsportsmanlike conduct; no penalty is charged but the team member is issued a warning against repetition in the same game.
   2. **Misconduct Penalty:** For rude conduct, the team is penalized with the loss of the rally
   3. **Ejection:** For repeated offensive conduct or for aggression, the team member must leave the playing area, bench and warm-up area for the remainder of the match.