

University of Minnesota

Intramural Sand Volleyball Rules

Intramural volleyball will be played by the following rules. Team managers are responsible for the eligibility and conduct of all their players. Every participant is responsible for the rules and regulations in the Intramural Handbook <http://www.recsports.umn.edu/intramurals/imleagues.html>.

I. General Provisions

- A. *Teams are responsible for keeping score of their own games and reporting it back to the supervisor at the end of each game.*
- B. Open team – any combination of men and women, with a minimum of two players and a maximum of four on the court at one time.
- C. Uniforms:
 - 1. Baseball caps are allowed during games.
 - 2. Players must play barefoot; sandals or shoes are not allowed.
 - 3. Shirts must be worn at all times.
- D. Game volleyballs are provided to the teams. We do not provide volleyballs to practice with beforehand.

II. Definitions of Playing Terms

- A. A Dead Ball and a point will be awarded if:
 - 1. The ball touches the sand of the serving team or a teammate of the server on the serve.
 - 2. A ball hits any obstructions or objects on the serve.
 - 3. The ball passes under the net.
 - 4. The ball touches any obstruction or objects before contacting an opponent or the sand of the opponent's area.
 - 5. The ball lands out of bounds.
- B. In Bounds refers to any part of the court, including any part of the lines surrounding the court.

III. Time Factors

- A. All teams must be ready to begin on time! Teams must have at least the required minimum number of players present (2) at game time to start the match. Any team that does not have the required minimum number of players at game time will **default** the first game of the match. Ten minutes later, the same team will **default** the entire match if they still do not have enough players. If neither team has the required minimum number of players available at game time, both teams will be charged with the **loss** of one game. The next game, if played, would be the third game of the match.
- B. All games will use rally scoring – every serve/side out is a point.
 - 1. First two games are 25 points, with a 27-point cap.
 - 2. Match will consist of best of 3 games.
 - 3. The 3rd game, if necessary, is rally scoring to 15, with a 17-point cap..
- C. No time outs.

IV. Other Rules and Regulations

- A. Ball is put into play by the serve.
- B. *No contact of any kind is allowed to touch the net except from the ball.* Examples: body contact, player's clothing, player's hair.
- C. Ball may be hit a maximum of three times on each side of the net. Blocking does not count as a team contact, and any player may make the first contact of the ball after the block.
- D. A player may not hit a ball twice in succession (exception: A player who has just blocked a spike or an attack, or if the play is a first contact made off of a hard driven spike or serve and there is only one attempt to contact the ball.)
- E. ***FORFEIT OF ANY MATCH WILL RESULT IN DISQUALIFICATION OF A TEAM FROM PLAYOFFS (REGARDLESS OF RECORD).***
- F. Substitutions may be made only when the ball is dead. *If a player becomes injured, and cannot leave the court, play will not continue until the player can be safely removed. Play will only continue with the legal amount of players on the court.*
- G. Serving
 - 1. In the first game, the first serve will be determined by the toss of a coin or by odd or even.
 - 2. In the second game, the team not initiating the serve in the first game will serve.
 - 3. If a third game is played, the first serve will be determined by the toss of a coin or by odd or even. Teams switch sides when the first team reaches 8 points.
 - 4. *If a served ball lands out of bounds, the serve will result in a side out and a point. However a let serve - a ball that contacts the net but lands in play - is accepted and considered playable.*
 - 5. At the moment of the service hit or take-off for a jump service, the server must not touch the court (the end line included. His/her foot may not go under the line. After the hit, the server may step or land inside the court.
 - 6. If the ball, after having been tossed or released by the server, lands without being touched by the server it is not considered a service and one more attempt will be allowed.
- H. The receiving team must bump or set the ball on the serve, no blocking or attacking is allowed.
- I. "Palming", throwing the ball, scooping, lifting, pushing, or carrying the ball is an illegal hit.
- J. *Players may not completely cross over the centerline with any part of their body.* However, their hand or foot may be on or above the centerline.
- K. In blocking, a blocker may touch the ball beyond the net, provided that he/she does not interfere with the opponent's play, before or during the latter's attack-hit or set.
- N. The interruption or postponement of matches (in cases of failure of equipment, etc.) will be decided by the Intramural Site Supervisor.

V. **Yellow Cards:**

In compliance with the sportsmanship rating, there are certain actions deemed unacceptable and should be automatic yellow cards because of unsportsmanlike behavior including, but not limited to the following:

1. Spiking / kicking the ball when not in play.
2. Delaying time.
3. Inappropriate behavior or language toward the supervisor, other players, or self.
4. Refer to the Intramurals Handbook for further regulations.

VI. A Yellow/Red card system will be used to control a player, a coach, or bench personnel of unsportsmanlike conduct and improper behavior (persistent infringement of any rules of the game). When cautioning a player, coach or other bench personnel the supervisor shall display a **Yellow Card** and indicate the person penalized. A second card displayed on the same person in the same contest for any unsportsmanlike conduct shall be a **Red Card**. When ejecting a player, coach, or other bench personnel, the supervisor shall display a **Red Card** and indicate the person concerned. A player, coach or other bench personnel receiving a **Red Card** shall be ejected from the game. This player and the team will not be allowed to compete in the next regularly scheduled contest and must meet with the Program Director. At that time the team may be reinstated into the league. The Department of Recreational Sports and Intramural Sports may enforce additional penalties against such persons.

VII. Play-offs:

- A. *A .500 record (and no losses by forfeit) along with a 2.75 (out of 4.00) rating are needed for a team to qualify for playoffs.* Teams who qualify for playoffs must be available to play on nights other than their usual night of play. If you have a conflict with a scheduled playoff evening, please contact the Intramural Office at 625-8094 as soon as possible. It is your responsibility to let the Intramural staff know of a conflict on a playoff night *before* playoffs are posted. If an alternate game time cannot be agreed upon by both teams and approved by the Intramural Office, the game must be played as originally scheduled.
- B. Play-off, semi-final and championship games will not have a cap for the tie-breaking game. The team must win by two points.

VIII. USAV Beach Rules apply in all situations not specifically covered by Intramural rules; rules can be found at usavolleyball.org

IX. Teams are responsible for being familiar with the Intramural Handbook and its guidelines.

X. **I.D. Check-in-Policy and Procedure**

- A. All students, staff and faculty **MUST** present a valid U of M identification card; Non-affiliates **MUST** present a valid non-affiliate card and picture I.D. to participate in any Intramural activity.
- B. There will be no exceptions to this policy. If you do not present a valid U of M identification and/or a valid non-affiliate card you will **NOT** be allowed to participate in the Intramural activity.
- C. Penalty for attempting or using a false identification card will be suspension from the league. Suspended individual(s) **MUST** meet with the Intramural Director for possible reinstatement into the Program.

XI. **Player Add Policy and Procedure**

- A. All players **MUST** be officially added to the team roster by completing a roster add form. The forms are available at the Intramural Office in building 1901 room 110.
- B. The add form must be completed and returned to the Intramural Office by **12 NOON** the day of the scheduled match for the player to be eligible. For matches scheduled on Sundays, forms must be completed and returned by **12 NOON** Friday.
- C. Captains are responsible to ensure the eligibility of all players added. This includes insuring that all added players are **NOT** on another team's roster.
- D. Players not added to the roster will **NOT** be allowed to participate under any circumstances.