Intramural Sand Volleyball Official Rules



Rules are loosely based on the California Beach Volleyball Association and have been adapted for intramural and recreational interpretation.

ROSTERS:

- All players must be <u>currently enrolled students for May term</u> or be faculty/staff at Goshen College in order to participate. Teams in violation of this rule will be disqualified from post-season play.
- All games will be played on the sand volleyball courts beside the tennis courts.
- There will be four players allowed on the court for each team at any given time.
- A minimum of two players (equal # gender) are needed to start a game.
- If two players from the team's roster are unavailable by 10 minutes after the scheduled start time, the game is a forfeit.
- You must have 2 men and 2 women on the court, if you are short a team member, you must play short...but always represented by each sex. You can never field more than 2 players of the same sex at the same time.

SCORING:

- One match will consist of the best 2 out of 3 games.
- Games will be rally scoring to <u>21 points</u> and teams switch sides between each game.
- The third game will be played to <u>15 points</u>; the winning team must win by 2-points.
- If the non-serving team wins the rally, they score a point and receive possession of the ball to serve.
- There are no timeouts except for injury.
- Teams may volley one-point to determine first serve for the first and third game of each match. The team that lost game one volley for serve will serve first for the second game of the match.

NET PLAY:

- You may go completely under the net into your opponent's court as long as there is no interference with the opponent and the net is not touched.
- The ball must cross the net anywhere between, but not over the poles during play.
- The ball can contact with any part of the net and go over for play even on a serve.

PLAYING THE BALL:

- A team is allowed three successive hits of the ball to return it.
- The ball must be cleanly hit or "popped" off the hand.
- Any underhand hits with open palms will be considered a carry and a side-out to the other team.
- The ball may be played off any part of the body above the waist. <u>You</u> may not use your foot intentionally to deflect the ball.
- A touch on the block will not be counted as one of the three contacts allowed per team.
- The server may move freely behind the end line but must stand behind the line to serve.
- There is no player contact allowed with the net at any time.
- Substitutions may be requested when the ball is out of play and before the next serve.

IMPORTANT CONSIDERATIONS:

- Captains are to REPORT the WINNING TEAM to the Intramural Staff person present before leaving the courts.
- Lightening is very dangerous; Intramural Staff will suspend play if weather becomes a factor after your match has already begun.
- In the event of inclement weather, the Director of intramurals will notify all Captains by 4pm of game day of cancelations. We will attempt to make up games the following afternoon beginning at 2pm.