



4v4 Sand Volleyball

Rules

Revised July 2016

The game will be played under current National Federation rules the following Intramural special modifications.

I. GAME TIME AND SCORING

1. A tournament match will consist of the best two (2) out of three (3) games. During pool play format games consist of three (3) game matches.
2. A game is won when a team scores twenty-one (21) points (determined by format of play) and has at least a two (2) point advantage, unless the game is tied 22-22. In that case the first team to reach twenty-three (23) points respectively is the winner of the game.
3. All games shall be played utilizing rally score (every serve results in a point for the team winning the serve).
4. A full team shall consist of four (4) players. However, a team may start and finish with at least three (3) players. Since this is an Open tournament, there are no gender requirements for participation.
5. If a team does not have the minimum number to start on the court at the scheduled game time, the team will forfeit the first game of the match. If the team is still not ready to play in ten (10) minutes, the team will forfeit the remaining games and therefore the match.
6. The team winning the toss may elect to serve, receive, or take choice of court for the first game. The team captain not calling the toss for the first game shall call the toss if a third and deciding game is needed. After each game of the match and after twelve (12) points in the third game the teams will change sides. If adverse weather conditions exist teams may switch sides every five (5) points. The intramural supervisor will determine this before the match starts.

Equipment representing possible hazards to participants will not be permitted. No hats, hard toe shoes, cleats, exposed metal or hard unyielding plastic on braces, casts, etc. will be allowed.

II. TIME-OUTS AND SUBSTITUTIONS

1. There will be one time out per team per game. The length of a time out will not exceed thirty (30) seconds.
2. No restrictions exist on the number of substitutes, when they may enter, or who they may enter for with the exception of coed games. In coed games males may only substitute for males and females for females.
3. **Any player who is bleeding must be substituted for until the bleeding stops. An intramural staff member or game official has the authority to remove the player. If by removing the player who is bleeding the team falls below the minimum number necessary to play (3 players) the following will apply: The game clock will stop and a maximum of five (5) minutes will be allowed for the player to stop the bleeding. Either an intramural staff member or game official must approve the player to re-enter. If the bleeding is not stopped within the allotted five (5) minutes the team will forfeit the match. THE TIME ALLOWANCE IS ONLY FOR PLAYERS WHO ARE BLEEDING, AND THE TEAM CANNOT CONTINUE TO PLAY WITHOUT THEM.**

III. SERVICE/CHANGE OF SERVE/CONTACTING THE BALL

1. In coed play, serving order **MUST** be alternating (male-female), unless starting with three (3) players.
2. **Players are free to position themselves anywhere on the court. There are no positional faults. No restriction exists as to which players may participate in a block or an attack.**
3. A player may not block a served ball.
4. The player may not enter an adjacent court before, during, or after playing the ball.

Double contact is allowed when playing the first ball over the net, as long as the contact is simultaneous.

The server is allowed one re-toss per service rotation.

The ball may contact any part of the player's body.

ALL PLAYERS ARE ON THEIR HONOR AND NEED TO MAKE CALLS ON THEIR SIDE OF THE COURT. EACH SERVE MUST RESULT IN A POINT OR REPLAY. CAPTAINS NEED TO BE RESPONSIBLE FOR THEIR TEAM AND SETTLE DISPUTES.

REMEMBER THIS IS A SELF OFFICIATED TOURNAMENT . . . HAVE FUN!!

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