

SAMFORD

CAMPUS RECREATION

Intramural Sand Volleyball Rules

The following is a summary of rules and regulations for Sand Volleyball. It is not the complete set of rules but includes those rules most frequently in question. All rules adopted by the National Federation of State High School Associations will be in effect except for the modifications listed on these rules.

Home Facility

The home facility for sand volleyball is the intramural complex. All reschedules, defaults, forfeits and additions/deletions must be made at the Campus REC office.

Questions

Please feel free to contact Campus REC office with any questions or concerns that you may have. All reschedules, defaults, forfeits and additions/deletions must be made at the Campus REC office. The Campus REC Office is 302 Seibert Gym at 726-2194

GAME GUIDELINES

1. Teams will consist of 4 players. Teams may start with as few as 2 players.
2. **Scoring:**
 - Rally scoring will be used in all games played.
 - Matches will be best of 3 sets. Sets 1 & 2 will go to 21, by 2, cap of 25. Set 3 will be to 15 straight.
1. **Beginning Play:**
 - Rock, Paper, Scissors or a coin flip will decide which team serves first or defends what side.
 - The other team will then choose the remaining option.
2. **Service:**
 - The server must stand behind the rear boundary line and may serve anywhere along the end line.
 - The referee will blow the whistle then you may serve. Penalty: one (1) warning, then loss of serve.
 - If a player serves out of order, the serving team loses the service and any points gained during such out of order service. The players of the team at fault must immediately resume their correct positions.
 - If the ball touches the net on the service and goes to the other side of the net then the ball is still in play.
 - Foot faults will be declared if any part of the server's foot touches the back line.
 - Players may NOT block or attack the serve.
3. **Ball contact during play:**
 - Each team will be allowed a maximum of three (3) contacts per side before returning the ball to the opponent's area.
 - No player may hit the ball twice in succession (see blocking for exception)
 - A "carry" or held ball is defined as when the ball rests momentarily in the hands or arms of a player. The ball must be cleanly hit. Scooping, lifting, pushing, or carrying the ball should be considered as holding. A ball cleanly hit from below the waist is considered a good play
4. **Play at Net:**
 - When a ball in play other than a serve touches the net completely between the poles, it is considered good and play continues.
 - A player may not spike a ball that is on the opponent's side of the net.
 - A player may not cross the vertical plane above or below the net while the ball is in play (a foot may not cross the line below the net). A player may break this vertical plane above the net only if s/he begins contact with the ball on his/her side of the court and the subsequent follow-through carries the arm across this plane.
 - If the ball is driven into the net with such force as to cause the net to contact a member of the opponent's team, no penalty will be issued to either team and play will continue until point is normally over.
 - No player may, at any time, touch the net.

5. **Simultaneous Hitting:**
 - If two (2) or more players of the same team contact the ball simultaneously, it is considered as only one (1) contact. However, neither one of the players involved may participate in the next play (contact).
 - If one (1) or more players are attempting to block a shot and have contact with the ball, the/these player(s) is/are eligible to participate in the next contact. The block will not count as a contact for his/her team.
 - If two (2) or more players of opposing teams contact the ball simultaneously above the net, any one of the players involved are eligible to participate in the next play.
6. **Substitutions:**
 - Substitutes may enter the court only when the ball is dead.
 - Either team (serving or receiving) may substitute at a dead ball.
 - The incoming player must take the position and place in serving order of the player being replaced.
7. **Rotation:**
 - The team earning the serve will rotate clockwise before the new serve, except on the first serve.
8. **Time Outs:**
 - Each team is allowed one (1) time out per game. The length of each timeout is 30 seconds.

CO-REC RULES

1. All above rules apply.
2. The male/female maximums on a court at one time are 2 males and 2 females.
3. If you have an uneven number of players, you must have more females than males on the court
4. Must have at least 1 male and 1 female in the contest at all times.
5. Rotation and court position must be MALE/FEMALE/MALE/FEMALE
6. There is no rule as far as touches required between each gender.

SPORTSMANSHIP

Sportsmanship is vital to the success of each and every program we offer to the university community. In order to encourage proper conduct before, during and after a scheduled contest, the Intramural Sports Department has developed a rating system. The rating procedure is as follows:

Acceptable Rating (3)

The team exhibits respect and cooperation and sporting behavior towards all sport programs staff, teammates, and opponents. The team has no issues or minor disagreements with the judgement of the officials. Captain demonstrates control over spectators, teammates, and him/herself.

Average Rating (2)

The team exhibits some respect and cooperation towards all sports programs staff, teammates, and opponents. The team has several minor disagreements with the judgement of the officials. Captain demonstrates mild or little control over spectators, teammates, and him/herself. Teams receiving one unsportsmanlike penalty fall into this category as well.

Unacceptable Rating (1)

The team does not exhibit respect and cooperation with unsporting behavior towards any sport programs staff, teammates, and opponents. The team displays issues and disagreements with officials. Captain demonstrates no control over spectators, teammates, and him/herself. Teams receiving more than one unsportsmanlike penalty fall into this category as well.

If a team receives two unacceptable ratings in a season, the team will be removed from the league and have to meet with the Sports Programs Office. Teams may face additional suspension and sanctions for one unacceptable rating depending on the situation and severity of the incident