4v4 Summer Sand Volleyball Rules

**Please refer to the Participant's Manual for a complete list of all Intramural Sport guidelines & procedures.**


A. General IM Procedures
   a. All participants must display a valid Carolina Card or Photo ID before each game in order to play.
      i. No ID – No Play – No Exceptions!
   b. Game time is forfeit time. In order to avoid a forfeit, teams should arrive at least 15 minutes before their scheduled start time & be ready to play at game time.
   c. Forfeits: If your team does not have the minimum amount needed to start your game, you will receive a forfeit. You will also receive a 1.0 sportsmanship rating for that game. If you know that you will be unable to play in one of your games, place notify the intramural sports office so that we can default your game (See below for default procedures). Teams may forfeit or default a maximum of one time before they will be removed from the league.
   d. Defaults: If you notify the IM office by 3p on the day of your game (or Thursday for Sunday games) your team will receive a default (instead of a forfeit). You will still receive the loss, but will receive a 3.0 sportsmanship rating (instead of a 1.0)
   e. No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the court.
   f. Sportsmanship: Each team will be given a sportsmanship rating 0-4, in accordance with the Captain's Manual, from the supervisor following the game. If a player is ejected, their team may play down a person for the remainder of the game.
   g. Protest: The only 2 things that can be protested are rule interpretation & player eligibility.
      i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next ball is served.
      ii. Player eligibility protests can be made before, during, or after the game to any supervisor or pro-staff member.

B. Location
   a. All games will be played at the Blatt P.E. Center Triangular Plaza.

C. Players
   a. Each team will consist of four (4) players on the court at one time with unlimited subs. To avoid a forfeit, a team may start with no less than two (2) players. Substitutions shall be made only during dead-ball situations out of the server’s position.
   b. All players must rotate including the server. (Servers must change during each rotation)
   c. Our summer sand volleyball league is an open league and there are no gender requirements.

D. Equipment
   a. Game balls will be provided by the Intramural Sports program, however if both teams agree to use a different ball, it may be used.

E. Pre-game
   a. The supervisor and the captains may meet at the net and determine who starts with serve and who will pick side based on a “behind the back, 2 or 1” method

F. Scoring
   a. During the regular season, each team will play three (3) games. Each of these three (3) games will count as a win in the standings and will be played to 21 with a cap of 25 points.
   b. During the playoffs teams will play best (2) out of (3) games. The first two (2) games will be played to 21 points with a cap of 25 points; the third game will be played to 15 with a cap of 17 points. Teams must win by two (2) unless they hit the point cap.

G. Playing the Ball
   a. Each team is entitled to a maximum of three (3) hits, excluding the block, to return the ball to the opponent's court.
b. A player is not permitted to take support from a teammate or any object in order to reach the ball. However, a player who is about to commit a fault may be stopped or held back by a teammate.

c. A player may touch the ball with any part of the body.

d. One-handed placement or redirection of the ball with the fingers (a dink or open-hand tip) is a fault.

H. Play at the Net
   a. A ball sent over to the opponent’s side, must cross over the net between the ends of the net
   b. A ball may be played out of the net, assuming the team has hits left to play.
   c. A player may not come into contact with the net in any setting (only exceptions are clothing &
      hair.)
   d. Servers must stay in the back row and cannot spike or block at the net. They are the only member
      on the court that is not allowed to attack at the net.

I. Time-Outs
   a. Each team is entitled to two (2) time-outs per match, which shall last for no more than 60 seconds.

J. Rule Enforcement
   a. The games will self-officiated by the participants. The IM staff member is present to supervise the
      activity and provide input only when necessary. In the event of a dispute, teams will have 30
      seconds to come to an agreement. If no agreement can be reached the game will end and each
      team will receive a forfeit.
   b. It is highly recommended that teams discuss prior to starting the game how strict they want to call
      certain fouls (net, tips, back-row attacks, etc).

K. Playoffs
   a. All teams are eligible for post season play provided that they do not forfeit, do not default more
      than twice, have a 3.0 sportsmanship rating average and have won at least one (1) game.
   b. If a player is ejected during a play-off game for unsporting reasons, the game may be forfeited
      regardless of score or time remaining.