

Sand Volleyball

All standard Intramural policies, Intramural Volleyball rules, and NFHS Volleyball rules apply except with the following changes/clarifications:

General Rules

- All teams must show up and be checked in by their designated game time.
- There is no grace period for Sand Volleyball
- Players must show their Panther Card or a government issued photo ID to the Intramural Sports staff to sign-in for each game. Players without a valid form of ID will not be allowed to play
- Sportsmanship:
 - A player may be ejected at any time by an official, scorekeeper, or supervisor.
 - If ejected, the player automatically must sit out at least the next scheduled game. The player and team are also subject to further suspension/discipline depending on the judgment of the Competitive Sports Coordinator. If a player is ejected from a game, that player must meet with the Competitive Sports Coordinator before being allowed to participate in further games. It is the player's responsibility to schedule the meeting with the Competitive Sports Coordinator. The meeting must take place in the Coordinator's office the next day at the earliest.
 - After each game, both teams will be given a SPORTSMANSHIP RATING by the officials, scorekeepers, and supervisors. (See the "Player Conduct & Sportsmanship" section on the Policies page for more information)

Teams

- Teams are comprised of 4 players.
- The roster limit is 8 players
- A minimum of two players is required
- For the CoRec league, teams are composed of a minimum of one (1) of either gender, but no more than two (2) of either gender

Equipment

- Jerseys are required. See Policies for regulations on jerseys.
- A player's clothing must be presentable and appropriate for competition at the discretion of the staff. Bottoms must have a minimum of a 4" inseam, and skirts are only allowed with shorts or spandex underneath. Women are required to wear a minimum of a sports bra throughout play. Bikinis are not allowed. Shoes are not allowed on the sand.
- Jewelry is not allowed for safety reasons. Medical or religious medals must be removed from chains or taped/sewn under the uniform. Hair barrettes are permitted to secure hair.
- Sweatbands or bandanas worn as sweatbands are permitted; however, hats and other bandanas are not permitted. A guard, cast, or brace made of hard and unyielding leather, plastic, or pliable plastic, metal or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.
- Supports are permitted on other parts of the body as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least 1/2" of foam rubber (or 1/4" closed cell, slow recovery foam rubber).

Timing

- Matches will consist of two rally-scored games to 15 points; win by 2 (with a 20-point and 30-minute limit). In the event of a 1-1 tie, a third game shall be played to 11 points, win by 1. If a match is not complete after 30 minutes of play the current game being played will play until one team scores four points more than the winning team has at that point in time. If both teams are tied with one game won each and time has expired, the third game will be played to four points.

Gameplay

- Game time will start at the beginning of the captains meeting.
- The posts are out of play and will serve as antennas.
- The service zone is behind the end line and between the extensions of the sidelines. Players may serve anywhere in the service zone.
- A coin toss will determine who serves the first game of the match. The winner of the coin toss will choose from one of three options: serve, receive, or side. The loser of the coin toss chooses from the two remaining options.
- Sand volleyball does not have a mercy rule.
- Boundary lines that are moved during play shall not cause a rally to stop. If a boundary line is moved, the official will make the call on where the line should be rather than the line's current location.
- A let serve counts.
- Players may contact the ball with any part of the body.
- A block does not count as a hit.
- A player's lower body may break the centerline beneath the net as long as it does not interfere with the play.
- No contact with the net is allowed.