Sand Volleyball Rules

Any rule and situation not specifically covered are subject to the current version of the United States of America Volleyball (USAV) rules and the judgement and discretion of the intramural sports staff.

All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules.

Rule 1: Player Eligibility & Registration

Player Eligibility

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University with a current, active membership to the fitness center may participate in intramural leagues, tournaments, and contests.
- ✓ Prior to each contest and event, participants must check in with a member of the IM staff.
- ✓ **Players can compete for only one (1) team in each single-gendered league** and, if applicable, **one (1) co-rec league.** Once he or she checks-in for one (1) team, that player **CANNOT** transfer to another team in that league for the duration of the season.
- ✓ **For postseason eligibility, a player must have participated in at least one (1) regular season game.**
- ✓ Current varsity athletes cannot participate in their sport or related sport. Former varsity athletes cannot participate in their sport or related sport for one calendar year (365 days) after their official affiliation with a college or university team has ended.
- ✓ Current professional athletes cannot participate in their sport or related sport. Former professional athletes cannot participate in their sport or related sport for five (5) years after their official affiliation with a professional team has ended.
- ✓ Intramural Sports Professional staff shall make the final decision on eligibility issues.

Registration

- ✓ Teams should register by the deadline by registering on the Fusion Play App.

Rule 2: League Format & Team Composition

League Format

- ✓ A pool play section shall precede the postseason tournament. The overall number of registered teams will determine the number of pools and number of teams in each pool.
- ✓ League standings will determine a team's eligibility for the postseason tournament. The following criteria will determine the pool play standings: (1) Winning Percentage, (2) Wins, (3) Sportsmanship, (4) Point Differential, (5) Games Played, and (6) Coin Toss.

Leagues (Subject to Change Due to Number of Registered Teams)

- ➢ Men's
  - o Elite
  - o Recreation
- ➢ Women's
  - o Elite
  - o Recreation
- ➢ Co-Rec
  - o Elite
  - o Recreation

- o Co-Rec: Equal number or more females than males (2:2, 3:1)
- o Co-Rec: There must be at least one (1) male on the court.

- **Players can compete for only one (1) team in each single-gendered league** and, if applicable, **one (1) co-rec league.** Once he or she checks-in for one (1) team, that player **CANNOT** transfer to another team in that league for the duration of the season.

Team Composition

- ✓ Spring Semester
  - During the Spring Semester, each team will have four (4) players on the court at one time, and a minimum of three (3) players are required to start the game.
  - Each team is allowed a maximum of six (6) players on the roster.
  - For Co-Rec, each team MUST have at least one (1) male on the court at all times. Each team must have equal to or more females than males on the court at a time (2:2, 3:1).
- ✓ **Teams with club members MUST play in the highest league offered.**

Rule 3: Defaults, Forfeits, Grace Periods, & Protests

Defaults

- ✓ A default is a game not played without penalty (e.g. dropped from the league).
- ✓ To receive a default, the team captain or representative must notify the Intramural Sports Office by **2:00 PM on the day of the contest.**
- ✓ Sportsmanship Rating will be as followed:
  - Winning Team = 8
  - Defaulting Team = 5
- ✓ To verify that the request is legitimate, the team captain or representative must notify the Intramural Sports Office via e-mail or in person.
- ✓ **The score for the game will be 10-0**

Forfeits

- ✓ A forfeit is defined as one of the following:
  - Failing to field a team for an intramural contest without contacting the Intramural Sports Office.
    - The final score shall be 2-0.
    - **The final game score shall be 10-0**
  - Receiving three (3) or more conduct warnings before, during, and after an Intramural contest.
    - If the forfeiting team is ahead, the final score shall be 2-0 in favor of the opposing team.
    - If the non-forfeiting team has the higher score, the game shall end with the existing score.
  - Defaulting two (2) games during pool play.
- ✓ If a team forfeits its first (1st) game of the season, that team may be dropped from the league and replaced with a team on the waiting list.
- ✓ **Forfeits automatically withdraws you from Post-Season play.**
- ✓ Sportsmanship Rating will be as followed:
  - Winning Team = 8
  - Forfeiting Team = 2
- ✓ A second (2nd) forfeiture may result in removal from the league.

Grace Period

- ✓ If at least **one (1)** team member is **checked-in** at game time, the team will be granted a **five-minute (5:00)** grace period.
- ✓ Once a team reaches the minimum number of players to start the game, the team must start when directed by IM staff.
- ✓ A team may not wait for additional players once the minimum number of players have arrived.
- ✓ If the team has not reached the minimum number of players required to play at the end of the grace period, a forfeit will be declared.

Protests

- ✓ Intramural Sports Graduate Assistants and Professional Staff will consider protests.
- ✓ During the contest, teams may protest (a) the misinterpretation or the misapplication of a rule or (b) a scoring error. The protest must be submitted immediately, and, if the protest is denied, a timeout will be charged to the protesting team.
- ✓ **Protests regarding the judgement of the game officials will not be recognized.**
- ✓ When protesting player eligibility:
  - *Regular season*: The eligibility of any player may be protested at any point during the regular season (e.g. before, during, and after the contest; anytime during office hours)
  - *Postseason Tournament:* Player eligibility must be protested before the end of the contest. **Protests made after the end of the game will be not recognized.**

Rule 4: Playing Area & Equipment

Playing Area

- ✓ Scheduled games take place on the Sand Volleyball courts located on the Intramural Fields.
- ✓ The Right-Back (RB) position shall always be the server.

Team Benches

- ✓ Team benches will be located on the outside sideline of the court. Team fans and spectators must occupy their team's side of the court outside the netting of the court.

Game Ball

- ✓ The Intramural Sports Office will provide the volleyballs for competition.
- ✓ If both captains agree, a substitute ball may be used.
- ✓ Intramural sports staff reserve the right to declare any ball legal or illegal for play.

Clothing & Equipment

- ✓ All attire and equipment are subject to the approval of Intramural Sports staff. Any clothing or equipment that is deemed unsafe or illegal **MUST** be removed prior to competition.
- ✓ IM staff reserves the right to ask participants to remove or conceal clothing that, in the opinion of IM staff, displays offensive or demeaning language or imagery.
- ✓ **Proper athletic attire is required.** Non-athletic clothing including but not limited to jeans, dress pants, dresses, khakis, and blouses is **PROHIBITED.**
- ✓ Footwear
  - **NO Shoes will be permitted**. Socks and Sand Socks will be allowed! Bare feet are also allowed!
- ✓ Jewelry
  - Religious or medical jewelry is **PERMITTED** and **MUST** be taped down against the body.
  - All watches and necklaces **MUST** be removed prior to the contest.
  - **All Air Pods/Ear Buds/Headphones are PROHIBITED during IM Contests.**
- ✓ Headwear
  - Players may wear knit or stocking caps, headbands, and hair control devices made with soft and non-abrasive material.
  - Headwear including but not limited to baseball caps, bandanas with knots, hard plastic hair devices, bobby pins, and safety pins is strictly **PROHIBITED.**
- ✓ Pads/Braces
  - Leg & knee braces covered with soft, pliable material and free of any sharp edges are allowed.
  - **Casts are prohibited.**
  - Any device made of hard and unyielding materials may not be worn above the waist.

- ✓ Blood

- Participants that are bleeding, have an open wound, and/or have an excessive amount of blood on the uniform will be directed to leave the game. The bleeding **MUST** be stopped, the open wound **MUST** be covered, and/or the bloody uniform **MUST** be changed before the player can return to the game.

Rule 5: Timing & Scoring

Timing

- ✓ TN Tech Sand Volleyball matches shall have a forty-five-minute (45:00) time limit.
- ✓ At the end of the forty-five-minute (45:00) time limit, if both teams are tied in the third (3rd) game, the winner of the next service shall be declared the winner.

Timeouts

- ✓ Each team will receive one (1) sixty-second (0:60) time-out per set, a total of three (3) timeouts per match.
- ✓ Game stoppages due to blood, injury, and unexpected events will not be charged to either team.

Scoring

- ✓ Each match shall be best two-out-of-three games.
- ✓ The first (1st) two (2) games shall end when a team reaches twenty-one (21) points with at least a two-point (2pt) advantage, or a team reaches twenty-five (25) points.
- ✓ During a tiebreaker game, the first (1st) team to fifteen (15) points shall win the match. The game shall continue past fifteen (15) points until a team has at least a two-point (2pt) advantage, or a team reaches twenty (20) points.

Mercy Rule

- ✓ There is no mercy rule for TN Tech IM Sand Volleyball matches.

Rule 6: Playing Rules

TN Tech IM sand volleyball is self-officiated. Players should honor the legitimate calls of their opponents. The Intramural Staff will settle disagreements that cannot be resolved in a reasonable time. The Intramural Staff shall decide or seek the advice of Professional Staff.

Intramural Staff ask uncooperative participants to leave.

Any team that has two (2) or more players removed due to unsportsmanlike actions shall forfeit the contest.

Determining the first (1st) serve

- ✓ A toss of a coin or odds/evens will determine which team shall have the first (1st) choice. The team that wins the toss shall have the following options:
  - To serve or receive service of the ball, **OR**
  - To select the side of the court on which to play
- ✓ After the winner of the coin toss has chosen, the losing team will have choice of the remaining options.

Serving

- ✓ At the beginning of a new game, the serving order shall be set and maintained.
- ✓ If an incorrect server is discovered during his or her service game, a side-out shall be called, any points made by the illegal server shall be lost, and the serving order shall be corrected.
- ✓ The server may move freely behind the rear boundary line and cleanly contact the ball before contacting the rear boundary line or stepping on the court or end line.
- ✓ The server should ensure the opposing team is ready to receive.

- ✓ If the server releases the ball for service but does not attempt to complete the service motion, a re-serve will be awarded. **A player may only receive one (1) re-serve during a term of service.**
- ✓ Players on the serving team may not group or stand in a position that blocks the view of the receiving team.
- ✓ A serve is legal if it goes over the net and lands in-bounds on the opponent's side.

Receiving the serve

- ✓ A player may not complete a legal attack or block on the serve.
- ✓ Contacting the serve below the height of the net is legal.

Boundaries

- ✓ The court, boundary lines, and the area of the net inside the antennae are considered inbounds.
- ✓ A ball that hits or travels over or outside the antennae is out of bounds.
- ✓ The ball must pass over the net inside the boundary lines and antennas in order to be legal.

Contacting the Ball

- ✓ Players must cleanly contact the ball. Throwing, lifting, tossing, holding the ball as well as causing ball to come to rest on a player's body is illegal.
- ✓ Each team is entitled to a maximum of three (3) hits to return the ball to the opponents.
- ✓ With the exceptions of blocks and simultaneous hits, a player may not hit the ball consecutively.

- ✓ *Attacking*
  - A legal attack is, while above the height of the net, attempting to direct the ball into the opponent's half of the court.
  - The attack is considered complete when (a) the ball breaks the plane of the net or (b) an opponent legally contacts the ball.
  - A player may save and/or attack the ball with his or her entire body.
  - **A player may not complete an attack using open-handed finger action or fingertips that are not rigid and together.**
  - **A player may not use an overhand pass to direct the ball over the net.**
- ✓ *Blocking*
  - A legal block is attempting to redirect the ball with the body **above** the height of the net.
  - Legal blocking does not constitute a team contact, and any player may make the first (1st) contact of the ball after the block.
- ✓ *Joust*
  - If two (2) opponents simultaneously contact the ball over the net (e.g. a joust), the ball remains in play and the team receiving the ball is entitled to another three (3) hits.
  - If such a ball lands out of bounds, it is the fault of the team on the opposite side of the net.

Net Play

- ✓ It is illegal to reach over the net and contact the ball if a team has hits remaining.
- ✓ Once the ball has broken the plane of the net, the ball may be played by either team without penalty.
- ✓ A player may not reach under the net and touch the ball or a player on the opposing team when the ball is in play on the opponent's side of the court.
- ✓ When attempting to attack, block, or play the ball, the player may not contact any portion of the net.
- ✓ It is not a foul when a player's clothing touches any part of the net. Incidental contact with the net by a player's hair or glasses or by a ball driven hard into the net is allowed.

Substitutions

- ✓ Substitutions are unlimited, and all substitutes must enter in the server's position.
- ✓ **A player may not substitute into different positions during a single game**.

Ejections

- ✓ When two (2) members of a team is ejected, that team shall forfeit the contest.
- ✓ Ejected players must leave the Fitness Center and/or Intramural Fields immediately and cannot return to play **ANY** sport until he/she has been cleared for participation by a professional staff member of the Intramural Sports Office.