SECTION 1. LEAGUE FORMAT

I. League Overview
   A. The league will consist of three (3) regular season games.
   B. Participants will be able to choose which day of the week and what time they play their regular season games by selecting a division within their desired league via IMLeagues.

II. Playoff Format
   A. Following league play, a single elimination tournament will be played.
   B. Team rankings will be based on season performance and sportsmanship ratings.

III. Location
   A. Games will be played on the TREC Sand Volleyball Courts and Pickett Park Sand Volleyball Courts.
   B. Teams will have a designated court assignment.
      i. This assignment can be found online through an individual’s IMLeagues account.
      ii. Please contact the Intramural Supervisor if you need assistance locating your playing location.

IV. Supervision
   A. Teams are responsible for making their own calls.
      i. Any disagreements should be settled by each of the team captain’s.
      ii. If a decision is not agreed upon, a replay of the point is recommended.
      iii. Please seek assistance from the Intramural Supervisor should there be any issues.
   B. An Intramural Supervisor will provide oversight and aid with operations of the sport.
      i. Please alert the Intramural Supervisor if assistance is needed.
      ii. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE.
      iii. GAME TIME IS FORFEIT TIME!
         a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
         b. “Ready to play” includes having the proper game equipment and being at the court ready to begin at the scheduled time.

V. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:
      i. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
      ii. Use of the facilities under the influence of alcohol or drugs is also prohibited.
   B. The Intramural Staff will strictly enforce these policies.

SECTION 2. THE GAME

I. Brief Overview
   A. Teams are allowed a maximum of three (3) hits per rally; the ball must cross over the net after the third hit.
   B. Spiking is permitted.
   C. Kicking is permitted.
D. Balls landing on the boundary lines are considered in play.

II. The Court
   A. The playing court has the dimensions of 30 feet wide by 60 feet long.
   B. Players may serve in any area outside the back edge of the boundary line.

III. Beginning Play
   A. The Intramural Supervisor will assist teams with court assignments.
   B. Captains’ Meeting
      i. Prior to the start of play, each team’s captain will be required to meet with the Intramural Supervisor.
      ii. Follow the Intramural Supervisor’s instructions and ask any desired rule clarifications at this meeting.
   C. Coin Toss
      i. Either a coin toss or even/odds game will determine the first choice.
      ii. The visiting team captain will be designated to make the call.
      iii. The captain winning the toss/game shall choose one of the following options:
         a. Choose to serve or receive first.
            i. If this option is chosen, the remaining captain will choose which side of the net they will begin play on.
         b. Choose which side of the net to begin play on.
            i. If this option is chosen, the remaining captain will choose between serving or receiving first.
      iv. Upon completion of the toss/game, each team will assume their respective sides and play will begin.
   D. Switching Sides
      i. After completion of the first game and prior to the second game, teams will switch sides and the serving team from game one will receive and vice versa.
      ii. After completion of the second game and prior to the third game, if upon completion of the toss/game an alternating side is chosen, will teams switch sides.
      iii. In game 3 only, after either team reaches 8 points in the game, teams will switch sides, however the serve will be retained by the team on serve.

SECTION 3. EQUIPMENT

I. Equipment Provided
   A. Regulation outdoor volleyballs will be provided.
   B. Players may use their own equipment as long as both captains and the Intramural Supervisor agree prior to the start of play.

II. Illegal and Required Equipment
   A. Attire
      i. Players must wear athletic shorts or pants and shirts.
      ii. Jeans are not permitted.
      iii. No jewelry, wristbands, watches, rings, or anything that would be considered potentially harmful may be worn.
      iv. Hats and sunglasses may be worn.
   B. No cast or brace with an outermost layer composed of exposed metal, hard and/or sharp plastic or other material will be permitted. These braces and casts must be covered by a standard sleeve or other soft, pliable material in order to be permitted.

III. Recommended Equipment
   A. It is recommended that each team wear shirts of the same color.
SECTION 4. PLAYERS

I. Team Composition
   A. An official team shall consist of four (4) players on the court.
   B. Teams are permitted a maximum of 20 players on their roster.
   C. (Co-Rec Modification) Teams with four (4) players may play with two (2) females and two (2) males, three (3) males and one (1) female, or vice versa.

II. Roster Limit
   A. Teams can have a maximum of 20 players on their roster.

III. Minimum Team Requirements
   A. Games must be started with a minimum of two (2) players.
   B. (Co-Rec Modification) Teams must meet the following requirements:
      i. If there are only three (3) players, a team may play with two (2) males and one (1) female or vice versa.
      ii. If there are only two (2) players, a team must play with one (1) male and one (1) female.

IV. Rotations
   A. Each time a team wins the serve, the team must rotate one position clockwise before serving.
   B. Once a rotation order has been established for that set, it should not be altered – aside from substitutions – for the duration of that set.
   C. Any positioning violations result in a loss of that point.

V. Substitutions
   A. Teams may substitute only during dead ball situations.
   B. An unlimited number of substitutions may be made throughout the match.
   C. The substituted player must enter the same spot as the player leaving the rotation.
   D. Players arriving late must first sign in with the Intramural Supervisor before entering play.

SECTION 5. TIMING

I. Time Limit
   A. A 40 minute time limit for regular season games will be enforced by the Intramural Supervisor.
      i. Teams will begin play as declared by the Intramural Supervisor. Each game clock will be started and stopped simultaneously.

II. Time Outs
   A. Teams will not receive any time outs.
   B. Injury time outs may be determined only by the Intramural Supervisor.

III. Overtime
   A. When the time limit is called during the regular season there will be NO overtime.
   B. The match score will be recorded as follows:
      i. If in game 2, the winner of game 1 will receive the win with a score of 1-0
      ii. If in game 3, the team with the most points in that game will receive the win with a score of 2-1
      iii. If in game 3 and the game score is tied a match score of 1-1 will be given
   C. (Playoff Modification)
      a. Matches are played with no time limit. See Section 6.I. on how to win a match.

IV. Official Game
   A. If at least one (1) game has been completed and inclement weather stops play, the game will be over and its score will be considered official.
B. If at least one (1) game has not been completed and inclement weather stops play, the game will be considered cancelled.
   i. Cancelled games will not count toward playoff qualification
   ii. Cancelled games will only be made up if time and space permits

SECTION 6. SCORING

I. Winning the Game
   A. Matches shall consist of a best two (2) out of three (3) games.
   B. In the first and second games, the first team to score 25 points will win the game.
      i. Teams must win by at least two (2) points.
      ii. Should a team reach 25 points and not be ahead by two (2) points, the winner will be the first team ahead by two (2) points or the first team to reach 30 points.
   C. If a third game is necessary, the game will be played to 15 points.
      i. Teams must win by at least two (2) points.
      ii. Should a team reach 15 points and not be ahead by two (2) points, the winner will be the first team ahead by two (2) points or the first team to reach 20 points.

II. Rally scoring will be in effect.
   A. If the serving team wins the rally, they score a point and continue to serve.
   B. If the receiving team wins the rally, they score a point and gain the serve.
   C. Each time a team wins the serve, the team must rotate one position clockwise before serving.

III. Rallies
   A. Teams are allowed a maximum of three (3) hits per rally; the ball must cross over the net after the third hit.
      i. Should a team commit a clean block, the block will not be considered one (1) of their three (3) contacts to get the ball over the net.
      ii. (Co-Rec Modification) A team that contacts the ball more than once must have both genders contact the ball at least once during that rally.
   B. Play continues until:
      i. The ball contacts the playing surface.
      ii. A team contacts the ball too many times in a given possession.
      iii. An illegal hit or illegal serve occurs (see Section 7 and Section 8).
      iv. Contact with the net occurs by a player.
      v. The ball crosses over to the other team’s side, not in the area above the net
   C. A player may hit the ball twice during each rally as long as another player contacts the ball in between hits.
   D. Balls landing on the boundary lines are considered in play.

IV. Mercy Rule
   A. There will be no mercy rule scores.

V. Forfeit Score
   A. In the event of a forfeit, a score of one (1) game to zero (0) will be given.

SECTION 7. SERVING

I. Serving
   A. The server may serve from any location behind the back edge of the boundary line.
   B. Let serves (serves that hit the net and still go over) are permitted.

II. Legal Serve and Return
   A. The serving side:
i. May not hit the ball with both hands.
ii. May not step over the back line or inside the court until the ball is hit.
iii. May hit the net on the serve.

B. The returning side may not block or spike a serve.

SECTION 8. LEGAL AND ILLEGAL CONTACTS

I. Legal Contacts
   A. The ball may be hit by any part of the body, including the foot, as long as it is a clean hit.
   B. The ball can contact any number of parts of the body providing the contacts are simultaneous and that the ball is not held but hit and rebounds clearly.
   C. Spiking is permitted.

II. Illegal Contacts
   A. The ball cannot come to rest momentarily on a player’s hands or arms.
   B. Scooping, lifting, pushing and carrying the ball are illegal.
   C. Double contact is not permitted.
      i. A player contacting the ball more than once with any part of the body without any other player touching the ball between these contacts will be considered an illegal double hit.
      ii. This does not pertain to blocks.
      iii. This does not pertain to first contact of team receiving the serve.

SECTION 9. NET PLAY

I. General Net Play
   A. A ball, other than the serve, may be recovered from the net provided the players avoid touching the net.
   B. When reaching over the net, a player may follow through over the net provided that they initially contact the ball on their side of the net.
   C. Player(s) in the act of blocking may reach across the net but may not contact the ball until their opponent has first contacted the ball.
   D. Should a player contact the net, the point and serve shall be awarded to the opposing team.

II. Crossing the Center Line
   A. Player(s) may reach under the net to retrieve a ball that is currently in play by their team.
   B. During play, any part of a player’s foot may touch the center line.
      i. Any part of the feet may touch on the opponent’s side of the court as long as any part of the body is touching the center line.
   C. Any part of a player’s body may be in the air below the net and beyond the center if they do not interfere with the opponent’s play by touching the ball or an opponent.

SECTION 10. SPORTSMANSHIP

I. Minimum Rating
   A. Teams must receive an average of 2.75 sportsmanship rating during league play to be eligible to win the league.
   B. Sportsmanship ratings will range between 0-4 with detailed explanations available in the Participant Handbook Article 9: Sportsmanship and Player Conduct

II. Intramural Supervisor
A. The game’s Intramural Supervisor will determine sportsmanship ratings for each of the game’s teams.

SECTION 10. PROTESTS

III. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Policy and Procedure Manual Section I. Eligibility for more details), the game may be played under protest.
   B. Please contact the Intramural Supervisor to file a protest form.

IV. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Team captains must announce this protest to the Intramural Supervisor and both captains will be required to fill out information on the protest form.