

## SAND VOLLEYBALL Rules & Regulations

## The University of Akron Student Recreation & Wellness Services Intramural Sports

Participation in any and all activities within this facility and/or sponsored by The University of Akron is voluntary. All participants understand and agree that use of this facility and/or participation in an activity sponsored by the university is at their own risk and that the university is not responsible for any incidents, injuries or loss of property that may occur.

All team representatives, including players, substitutes, replaced players, coaches, trainers, spectators and/or other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of Officials assigned to the game as well as the Site Supervisor.

Current National Federation of State High Schools Association rules shall apply, with the following clarifications and modifications in effect:

### GENERAL INFORMATION:

- All students, faculty or staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Participants Handbook. All participants must present a valid, physical copy, University of Akron ZipCard. **NO ID, NO PLAY!**
- Games will be played at any two of the following locations: Spicer Residence Hall, Exchange Residence Hall, and/or Galucci Hall.
  - Due to the uneven nature of the courts, any ball contact with wood or grass will be considered out (in this case, line is "out").
- Each team will consist of four (4) players; a minimum of three (3) is required to avoid a forfeit.
  - Teams may be comprised of any combination of males/females.
- A player may only play on one (1) team in any given league (i.e.: one single-gender team, and one co-rec team).
- This is a self-officiated event; any disputes can be brought to the attention of the Site Supervisor. If there is still no resolve, the serve shall be replayed.
- Each team shall designate to the Officials a player as the court captain. This person is the only player who may communicate with the Officials.
- 

### EQUIPMENT:

- Intramural Sports will provide all required equipment.
- Players may wear a headband made of soft pliable material. No other headwear will be allowed.
- **Shirts and shorts MUST be worn by all players.**
- **All jewelry must be removed, and can NOT be taped over.**
  - Only Medical Alert bracelets and/or necklaces will be permitted, and must be taped to the body, leaving vital information visible.

### GAME FORMAT:

- All matches will be played to best 2 out of 3 games.
- All games will use rally scoring, meaning a point is won each serve, regardless of who served.
- The first two games will be played until a team reaches 25 points; **there is NO WIN-BY-TWO RULE.** If a third game is needed, it will be played to 15 points, and teams will NOT switch sides of the court at 8 points.
- Teams will switch sides after each game.
- A coin toss (called by the Visiting Captain) at the beginning of the match will determine the choice of court or service. The winning Captain will have the following options:
  - Service in either the first or second game, OR

- Side of court in either the first or second game
    - Teams will change sides of the court between the first and second games.
- Another coin toss (called by the Home Captain) will be conducted if a third game is required.
- Each team will receive one (1) time-out per game. A **captain** may request a time-out from an official only when the ball is dead.

#### THE GAME:

- The ball may be contacted a maximum of three (3) times by a team before it is sent over the net. **A block IS NOT considered to be one of the three team contacts.**
- A ball striking the net and going over the net is still in play, including a serve.
- A ball may only be played once it has broken the plane of the net.
- Any ball touching any part of a boundary line is considered to be “in.”
- **The ball may be contacted by any body part, including the feet (but CANNOT be kicked).**
- A player shall not contact any part of the net or its supports while the ball is in play.
  - Should the ball be driven into the net, causing the net to contact an opposing player, this is not a foul as the contact was initiated by the ball.
- **There shall be no open-handed tipping permitted.** The ball must be sent over the net using a forearm pass/bump, a set, a spike, or using a player’s knuckle(s) or closed fist.
- **If setting the ball over the net, the player’s shoulders must be square to the net (forward or backward).** There shall be no sideways setting or “dumping” permitted.
- In the act of blocking, players may reach across the net but may contact the ball until the opponent has completed their offensive attack on the ball.
- The ball must be clearly hit. There shall be no obvious lifting, holding, pushing, catching or throwing of the ball.
- A player shall not contact the ball more than once, consecutively
- A served ball may not be returned by a block or hit.
- Prior to serving the ball, the server should say “service,” to notify both teams that the serve is about to occur.
- The server must contact the ball while his/her feet are entirely behind the end line and within the side lines.
  - Contact may be made with the ball above or beyond the end line, provided the server’s feet last made contact within the service area.
- If the ball is simultaneously contacted by players of opposing teams, the team whose side the ball falls to shall have the right to play the ball three times. A ball held by opposing teams is a double foul and will result in a replay.

#### UNSPORTSMANLIKE CONDUCT:

- Sand Volleyball is a **self-officiated sport**. Teams must determine their own calls and come to agreement regarding points earned.
  - If teams are not able to come to a consensus, regarding a particular play, in a timely manner, the Intramural staff on-site will announce the game a **Double Forfeit**.
- Intramural staff on-site may penalize a player(s) with a Yellow/Red Card if unsportsmanlike behavior is displayed.
  - A player receiving a yellow card must substitute out for at least one (1) rally point.
  - Yellow cards are valued at one (1) point, and red cards are valued at two (2) points. If a team accumulates four (4) points in cards during a match, it will result in forfeiture.

#### AWARDS:

- The winning team will receive Intramural Sports Champion T-shirts.

*Updated 8/15/18*