

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 may participate in intramural leagues and tournaments.
- ✓ Prior to each contest and event, participants must check in with a member of the IM staff.
- ✓ Players can compete for one single-gendered team and one co-recreational team. Once he or she signs in for a 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 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 on the TTU FusionIM site (recreation.tntech.edu) by the posted deadline.

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) number of wins, (2) sportsmanship, (3) head-to-head record, (4) point differential, and (5) coin toss.

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

- Men's
- Women's
- Co-Rec

Team Composition

- ✓ During the Fall Semester, each team will have three players on the court at one time, and a minimum of two players are required to start the game.
- ✓ Each team shall designate a captain to serve as the point of contact between the team and IM staff.
- ✓ For Co-Rec, each team MUST have one girl and one guy on the court, but the third player may be either gender.
- ✓ **No more than one (1) sport club members may appear on the roster.**

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

Defaults

- ✓ A default is an unplayed game 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.
- ✓ In order to verify that the request is legitimate, the team captain or representative must notify the Intramural Sports Office via e-mail or in person. Phone calls are not accepted.

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.
 - Receiving three 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 games during pool play.
- ✓ If a team forfeits its first game of the season, that team may be dropped from the league and replaced with a team on the waiting list.
- ✓ Any team that forfeits a game will be ineligible for the postseason tournament.
- ✓ A second forfeiture may result in removal from the league.

Grace Period

- ✓ If at least one team member is present at game time, the team will be granted a five-minute 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 start of the contest. Protests made after the start or 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.

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

- ✓ Proper athletic attire is required.
- ✓ All attire and equipment is 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.
- ✓ Footwear
 - Players may wear athletic shoes (e.g. basketball shoes, running shoes, tennis shoes) or socks.
 - Players may choose to play barefoot.
 - Footwear including but not limited to boots, cleats, open-toed shoes, crocks, and sandals is strictly prohibited.
- ✓ Jewelry
 - Religious or medical items are not considered jewelry and must be taped against the body.
 - Jewelry (e.g. rings, earrings, necklaces, bracelets etc.) is prohibited and must be removed.
- ✓ Pads/Braces
 - Leg & knee braces covered with soft, pliable material and free of any sharp edges are allowed.
 - Compression sleeves and wrist sweatbands are permitted above the waist.
 - Casts may not be worn on the body.
- ✓ 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/cleaned before the player can return to the game.

Rule 5: Timing & Scoring

Timing

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

Timeouts

- ✓ Each team will receive one sixty-second time-out per game.
- ✓ 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 two games shall end when a team reaches twenty-one (21) points with at least a two-point advantage. The first and second games shall continue past twenty-one (21) points until a team has at least a two-point advantage, or a team reaches twenty-five (25) points.
- ✓ During a tiebreaker game, the first 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 advantage, or a team reaches twenty (20) points.

Mercy Rule

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

Rule 6: Playing Rules

TTU IM sand volleyball is self-officiated. Players should honor the legitimate calls of their opponents. The scorekeeper will settle disagreements that cannot be resolved in a reasonable time. The scorekeeper shall make a decision or seek the advice of IM Graduate Assistants or Professional Staff.

IM Professional Staff or Graduate Assistants may ask uncooperative participants to leave.

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

Determining the first serve

- ✓ A toss of a coin or odds/evens will determine which team shall have the first choice. The team that wins the toss shall have the following options:
 - To serve or receive service of the ball
 - 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 making contact with 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 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 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 contact of the ball after the block.
- ✓ *Joust*
 - If two 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 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.

