



Intramural Sand Volleyball Rules

Game: 2v2, best 2 out of 3, rally scoring, first to 21 points. 45 Minute games.

Court information: All games will be played on The Sandy Pickle courts.

Game Ball: Volleyballs will be provided, but teams may bring their own game balls and use if both teams agree.

Scorekeeping: This is self scored, players must submit scores at end of games.

The teams shall determine first choice. The winning team will then have one of two options, choose to serve first OR choose which side they prefer to play on.

Each match will consist of three games. Each game will count in the overall standings for regular season standings.

All games are played to 21, win by 2 or first to 23 using "All-Rally Scoring Rules" - no sideouts.

One time-out per game is allowed.

Scoring: Scores will be determined using rally scoring A team scores when: The ball contacts the opponents court, The opposing team commits a fault.

Winning Score:

Non deciding sets: For each non deciding set, a team that scores 21 points and has at least a 2 point advantage over the opponent wins that set. If the score is tied 20-20, play continues until one team has a lead of 2 points.

Deciding sets: A deciding set is won when a team scores 15 points and has at least a 2 point advantage over the opponent.

Point cap: For non deciding sets the point cap is 27. For deciding sets the point cap is 17.

Officials: No referees will be provided. Teams will be expected to call their own lines, net and boundaries. If teams cannot agree on the legality of the play, it will be replayed with no score rewarded for the play in question.

Forfeit : Game time is forfeit time. If a team concedes or has started and ceases to play during an event, all prior wins or losses will still stand and any points earned will be awarded.

If a team does not have the adequate amount of players(2) at the start of game time, they will have to forfeit. A grace period of 10 minutes will be honored. Following the 10 minute mark, the opposing team will be granted the winners with a score of 25-0 for 2 sets.

Ball In / Ball Out:

Ball In: The ball is in when it touches the floor of the playing court including the boundary lines.

Ball Out: The ball is out when:

It hits the floor and no part of the ball contacts either a boundary line or area within the boundary lines

It contacts a floor/wall obstruction outside the court, a wall or a person out of play

It contacts any object above a nonplaying area, an antenna, the net outside an antenna or the net post

Rules:

- Teams will switch sides of the net after the completion of each game.
- The team which served first in game one will receive first in game two.
- If a third game is necessary, there will be another coin toss
- A regular season match shall last no longer than 45 Mins. If the match has not been completed during the time limit during the regular season, the team with the highest number of points shall win the game in progress.
- The team that scores the point, during the previous play, shall serve the next ball.

- The serving box is behind the serving team's end-line, between either sideline. The server has 5 seconds to put the ball in play. The ball must NOT hit the net on the way over during a serve.
- If the volleyball hits a light pole, fence or other inanimate object besides the net, play is dead.
- At no time may a player touch the net unless the ball forcibly pushes the net into an opposing player.
- Contact of the ball with any part of the body is legal and counts as a hit.

Subs:

- Substitutions may enter the game in the serving spot only
- Substitutions have no limit on how many times they enter the game.
- If paid players arrive after the start of game time, they take priority to a substitute.

Penalty: – side out; disqualification of player(s) from the current game.

- A carry is a silent hit or a grab of the ball.
- Three hits of the ball are allowed on one side of the net.
- Contact of the ball with any part of the body is legal and counts as a hit
- A player may not cross over the center of the court. .
- No player may touch the ball unless it is on his/her side of the net.
- A double hit shall be called when the same player hits the ball twice in succession
- Unsportsmanlike conduct is defined as any (a) abusive or insulting language to other players
- No player may touch the ball unless it is on his/her side of the net.

Code of Conduct: VSL offers recreational sports leagues and will not tolerate unsportsmanlike conduct. Players displaying unsportsmanlike conduct with an official or player will first receive a verbal warning. If said player displays inappropriate behavior again, they will be suspended from the next scheduled game of the season. Depending on the severity of the conflict, season suspension may be enforced by the VSL Staff. All warnings will be communicated by the official and via email by the VSL coordinator. Please note that officials serve the right to eject players from the game or place suspensions.