Each player must meet one of the following conditions to sign-in:

1) Present their own, valid WildCard before each contest to be eligible to participate.

OR

2) Present a government-issued photo ID and community member pass to be eligible to participate.

NO EXCEPTIONS!

All Intramural Sports participants are responsible for their own medical expenses. Any participant unsure of their physical condition should check with their family physician or the student health center before participating in Intramural Sports.

Game time is forfeit time.

Sand Volleyball is self-officiated so any disagreements in judgment calls result in a replay.

Any rule not mentioned in the following will be governed by the National Federation of State High School Association rules:

1. Players and Substitutions

1.1 Each team will consist of four (4) players on the court per team. Three players are required to start the game and avoid a forfeit.
1.2 Only two club or former college volleyball players are allowed per team.
1.3 Substitutions will be permitted after any point. A substituted player may not keep coming in to play at the same position. For example, Player A cannot sub in to serve, then sub out, then sub back in to serve again.

2. Player’s Equipment

2.1 A player’s clothing must be presentable and appropriate for the competition.
2.2 Players may wear hats, visors or sunglasses at their own risk.
2.3 Players may play barefoot, in socks or in booties. Shoes may be worn but they cannot have any type of nonflexible cleats or spikes.
2.4 It is forbidden to wear any objects that may cause an injury to a player, such as jewelry, pins, bracelets, casts, etc. Players may wear glasses at their own risk.

3. Scoring System

3.1 Matches consist of best 2 out of 3 games with rally scoring in each game.
3.2 For each game, the first team that scores 25 points and is ahead by two points is declared the winner. Otherwise the winner will be the first team to 27. If a third
set is needed the winner will be the first team to reach 15 points, winning by 2
points or until 17 points is reached.
3.3 Whenever a team fails to serve or return the ball, or commits any other fault,
the opposing team wins the rally.
3.4 If the serving team wins a rally, it scores a point and continues to serve.

4. Preparation for the Match
4.1 Before the warm-up in the first game and before each deciding game, the team
captains play rock, paper, scissors. The winner of this chooses either: to select to
serve or receive service of the first ball or the side of the court on which to start
the game. The loser takes the remaining alternative and, for the second game in a
2 out of 3 match, gets to select from the above choices.

5. States of Play
5.1 The ball is in play from the service contact until the ball is out of play.
5.2 The ball is out of play from the moment the ball lands or a fault is committed.
5.3 A ball is in when its first contact with the ground and is on the playing court or
a boundary line.
5.4 The ball is out when its first contact with the ground is completely outside the
playing court, and it does not cause boundary lines to move; it completely crosses
the net outside the posts or under the net after the attacking team’s third contact;
or it touches an object out of play.

6. Playing Faults
6.1 Any playing action contrary to the rules is a fault. If two or more faults are
committed successively, only the first one is counted, except when the first fault
is the ball contacting the ground and the second fault occurs during the
continuation of the play. If two or more faults are committed by two opponents
simultaneously, the rally is replayed.

7. Playing the Ball
7.1 Each team is entitled to a maximum of three contacts to return the ball to the
opponents. A player may not contact the ball two times consecutively except
during or after blocking or at the team’s first contact. Blocking does not constitute
a team contact, and any player may make the first contact of the ball after the
block.
7.2 If two opponents simultaneously and instantaneously contact the ball over the
net, 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 from where the ball lands.
7.3 A joust occurs when players of opposing teams cause the ball to come to rest
above the net through simultaneous contact. A joust is not a fault and play
continues as if the contact was instantaneous.
7.4 A player is not permitted to take support from a teammate or any object in order to reach the ball. However, a player who is about to commit a fault may be stopped or held back by a teammate.

7.5 A player may touch the ball with any part of the body. A player may have successive contacts with the ball during a single attempt to make the team’s first contact with the ball, provided that the fingers are not used to direct the ball. The ball must be contacted cleanly and not held (including lifted, pushed, caught, carried or thrown). The ball cannot roll or come to rest on any part of a player’s body.

7.6 An exception is allowed during the defensive play of a hard-driven ball, which is an attack-hit or blocked ball traveling at a high rate of speed. In that case, the ball may be momentarily lifted or pushed, providing that the attempt is one continuous motion and the player does not change the direction of the motion while contacting the ball. A contact of the ball with two hands, using the fingers to direct the ball, is a set. A player may set the ball in any direction towards their team’s court, provided that the ball is contacted simultaneously by both hands and does not visibly come to rest. Rotation of the ball after the set may indicate a held ball or multiple contacts during the set, but in itself is not a fault. A legal set directed towards a teammate that unintentionally crosses the net is not a fault, regardless of the player’s body position.

7.7 If the ball is intentionally set into the opponent’s court, the player must contact the ball above their shoulders and must direct the ball perpendicular to the direction they are facing.

7.8 When contacting the ball with one hand, it must be cleanly hit with the heel or palm of the hand, with straight, locked fingertips, knurled fingers or the back of the hand from the wrist to the knuckles.

8. Ball at the Net

8.1 A ball directed to the opponent’s court must go over the net within the crossing space limited as follows: Below, by the top of the net, at the sides, by the posts and their imaginary extensions, and above, by any structure or obstacle.

8.2 The ball may touch the net while crossing the net, including during the serve.

8.3 A ball driven into the net may be recovered within the limits of the three team contacts.

9. Player at the Net

9.1 While blocking, a player may touch the ball beyond the net, provided they do not interfere with the opponent’s play, before or during the attack-hit.

9.2 A player is permitted to pass their hand(s) beyond the net after an attack-hit, provided that the contact was made within their team’s playing space.

9.3 Within the limits of the three team contacts, a player may contact a ball that has crossed the net below the net (or outside the posts) in an attempt to recover a ball that has not been contacted by the opponents. The recovered ball must cross the net below the net (or outside the posts).
9.4 Players may partially cross the center line below the net or outside the poles, either before, during or after a legal play of the ball, provided that this does not interfere with the opponent’s play. Incidental contact with an opponent is ignored, unless such contact interferes with the opponent’s opportunity to play the ball. While opposing players are not required to avoid the ball or the player, they cannot intentionally interfere with any legal attempt to play the ball on their court.  
9.5 If a player crosses the center line and interferes with an opponent during the continuation of a play, it is a fault.  
9.6 It is a fault for a player or a player’s clothing to touch any part of the net. Exceptions are: Incidental contact of the net by a player's hair, if a player’s hat, visor or glasses fall off during play and then contacts the net when a ball is driven into the net or the wind blows the net and causes the net to touch a player; no fault is committed. Once a player has contacted the ball, the player may touch the posts, ropes or any other object outside the total length of the net, provided that it does not interfere with play.

10. Service  
10.1 The service (or serve) is the act of putting the ball into play by the serving player in the service zone.  
10.2 If the serving team wins the rally or a replay is directed, the player who served the previous rally serves again. If the serving team loses the rally, the next server on the receiving team serves the ball.  
10.3 If a player is discovered serving out of order, that player continues to serve with no loss of points. The opposing team remains in their service order, but the offending team will reverse their original order of service to ensure that no player will serve three consecutive terms of service. Excessive misuse of this privilege is unsportsmanlike conduct.  
10.4 It is the responsibility of the server to assure that both teams are ready for service. A player on the receiving team may stop play when not ready for a service as long as no attempt to play the ball is made. In this case, the rally is canceled and replayed. Misuse of this privilege is unsportsmanlike conduct.  
10.5 The server may move freely behind the end line. At the moment of the service or take-off for service, the server must not touch the ground outside the service zone. The player’s foot may not go under a boundary line. After the service contact, the player may land on the court or outside the service zone.  
10.6 The server contacts the ball with one hand or any part of the arm after clearly tossing or releasing the ball and before the ball touches the playing surface.  
10.7 If the server releases the ball for service but does not attempt to complete the service motion, cancel the rally and direct a replay. A player may only receive one such replay during any one term of service.  
10.8 The server’s teammates must not prevent the opponents, through screening, from seeing the server or the path of the ball. On an opponent’s request, a player must move sideways, bend over or bend down.
11. Attack-Hit
   11.1 All actions to direct the ball towards the opponent's playing area, except in the act of serving and blocking, are considered to be attack-hits. An attack-hit is completed the moment the ball completely crosses the vertical plane of the net or is touched by a blocker. A player may contact an attack-hit at any height, provided that contact with the ball is made within the player's own playing space.
   11.2 It is a fault when a player completes an attack-hit on the opponent's service, if the ball is entirely above the height of the net.

12. Block
   12.1 Blocking is the action of player(s) close to the net to deflect the ball coming from the opponent by reaching above the height of the net.
   12.2 The first hit after the block may be executed by any player, including the player who touched the ball at the block.
   12.3 In blocking, the player may place their hands and arms beyond the net provided that action does not interfere with the opponent's play. The player is not permitted to touch the ball beyond the net until the opponent has made an attack-hit.
   12.4 A blocking contact is not counted as a team hit. The blocking team will have three hits after a blocking contact. Consecutive, quick and continuous contacts may occur by one or more blockers, provided that these contacts are made during one blocking action.
   12.5 There are no restrictions on which players may participate in a block.
   12.6 When a ball is blocked back into an attacking player, the attacker is not considered to be a blocker. Therefore, that contact counts as the first of the team's three hits.

13. Time-outs
   13.1 A time-out is a regular game interruption. It lasts for 30 seconds. Each team is entitled to a maximum of one per game. Successive time-outs may be requested without resumption of the game.

14. Delays to the Game
   14.1 A delay is an improper action of a team that defers resumption of the game and includes: Prolonging time-outs, after having been instructed to resume the game; repeating an improper request in the same game delaying the game; or delaying a substitution.
   14.2 The first delay by a team in a game is sanctioned with a delay warning. The second and any subsequent delay of any type by the same team in the same game constitutes a fault and is sanctioned with a delay penalty, which is the loss of a rally.
15. Exceptional Game Interruptions
   15.1 If an injury occurs as the result of a fault or does not affect the outcome of the rally, the rally counts. Otherwise, the rally is immediately canceled and replayed. When no legal or abnormal substitute is available, an injured player is given a five minute injury time-out. This will not be granted more than twice for the same player in one game.
   15.2 If external interference does not affect the outcome of play, the rally counts. Otherwise, the rally is immediately canceled and replayed. A shouted warning (such as "Ball!") is sufficient to affect the outcome of play, provided that a player had a chance to make a legal play of the ball. Misuse of this privilege is unsportsmanlike conduct.

16. Court Switches
   16.1 Court switches occur between game one and two.
   16.2 If the match goes to three games, teams will switch sides when one team reaches 8 points.

17. Tournament Play
   17.1 Specifics about the format of the Sand Volleyball special event tournament bracket and scoring system changes will be based off of participant interest and determined after registration closes. However, the championship match will be played based off the scoring system listed in Rule 3.