



# SAND VOLLEYBALL

Leagues & Tournaments (Dec 2011)

**USA Volleyball Rules will be used with LSU UREC modifications.**

## **RULE ONE: THE GAME, FIELD, PLAYERS**

### **Section One. General Provisions**

#### **A. Eligibility**

1. Participants must be listed on their respective team rosters prior to participating, sign risk and liability waiver and must show their LSU Tiger Card prior to entering a contest.
2. The participation by an ineligible player will subject the offending team to forfeiture of the contest in which the ineligible player participated, and possibility of the team being removed from the league.
3. Teams are limited to 2 Volleyball Sport Club members per roster.

#### **B. Players**

1. The game shall be played between two teams of 4 players each. A team may begin with a minimum of 2 players.
2. In Co-Rec play, a team may be comprised of 2M/2W, 2M/1W, 1M/2W, or 1M/1W.
3. Substitutions will be permitted after any point. Males can only sub for males, and women for women. A substituted player may not keep coming in to play at the same position. For example, Player A cannot sub in to serve, sub out, and sub back in to serve again
4. Team representatives (players, substitutes, coaches, trainers, and other persons affiliated with the team) are subject to the rules of the game.

#### **C. Inclement Weather**

1. The decision to play scheduled games threatened by bad weather or wet playing areas will be made at 3:00 pm on that day.
2. Players should call the Rain Hotline (225) 578-7246 (LSU-RAIN) to obtain information regarding the status of the games for that day.
3. If games are canceled due to inclement weather, the intramural department will attempt to reschedule the game. If a game cannot be rescheduled, both teams will receive a TIE and a 4 sportsmanship.

#### **D. Sportsmanship Rating**

The Intramural Leagues and Tournaments Program expects all participants to conduct themselves in a sportsmanlike manner. In order to be eligible for the playoffs, a team must have a sportsmanship rating of at least 2.5 over the regular season. During playoffs, a sportsmanship score of at least (3) each game will guarantee advancement for the winning team. A winning team with sportsmanship of 0-2 will be reviewed by the staff to determine if they advance. Following the game, officials evaluate and issue sportsmanship points to all teams. The breakdown of points is as follows:

- 4 (Normal Game)** -Players were signed in early and prepared to play at game time. Players and/or spectators were courteous, respectful, and encouraging to other participants and officials. **Games defaulted by 3pm the day of the game (or 5pm on Friday for games on Sunday).**
- 3 (Some Static)** -Players and/or spectators were courteous and respectful but had a few minor problems or incidents which may or may not merit a warning from the UREC staff.
- 2 (Difficulty)** -Players and/or spectators were not courteous or respectful and had a number of problems or incidents which may or may not merit a penalty. Captain exhibits minor control over his/herself and his/her teammates and spectators. Teams receiving at least one unsportsmanlike penalty should receive no higher than a 2. **A team fails to appear for a contest (non-appearance forfeit).**
- 1 (Harassment)** -Team is constantly commenting to the officials and/or opponents. Captain exhibits little or no control over teammates or spectators. Majority of individuals on this team showcase conduct unbecoming and are disrespectful of opponents and/or UREC staff on a regular basis. Teams receiving multiple unsportsmanlike penalties or an ejection should receive no higher than a 1.
- 0 (Unacceptable)** -Team is completely uncooperative and out of control before, during or after a contest. Team captain exhibits poor or no control over self, team, and/or spectators. A team receiving three unsportsmanlike penalties should receive no higher than a 0 and the game terminated immediately. **A team forfeits (any reason other than non-appearance).**

## **Section Two. The Court and Ground Rules**

### **A. Ground Rules**

1. The game is played on a sand volleyball court, located at the Student Recreation Center Sports Complex.
2. Boundary lines that are moved during play shall not cause a rally to stop. If it cannot be determined whether the ball lands “in” or “out” the rally shall be cancelled and replayed.
3. Balls that make contact with the line are considered “in.”

## **Section Three. The Equipment**

### **A. The ball: provided by the UREC or agreed upon by both teams.**

### **B. Players**

1. **Shirts must be worn.** Shoes are not allowed on the sand, but socks may be worn.
2. Other types of equipment or substances which will be declared illegal include: jewelry, headgear, any slippery, sticky foreign substance on any equipment or exposed part of the body, and any equipment which includes computers or any electronic or mechanical devices (i.e. bullhorns) for communication.
3. Leg and knee braces made of hard, unyielding material (unless covered on both sides and all edges overlapped with at least 1/2 inch of protective material) will be declared illegal.

## **Section Four: Forfeits**

### **A. Team Forfeits – The clock will start at game time whether teams are ready or not. For every minute that teams are not signed and ready to play, their opponent will receive 5 points. AT the five minute mark, a team will be ahead 25 points and the game will be declared a forfeit and the forfeiting team will receive a sportsmanship rating of 2.**

### **B. A forfeited game will be recorded as 2-0 (25-0, 25-0).**

## **RULE TWO: GENERAL RULES**

### **Section One. Game Time and Scoring**

- A. A match will consist of the best two out of three games with rally scoring in each game.
- B. 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 30.
- C. If a third game is needed, the game will be played to 15 points. There is a cap at 15.
- D. There is one (1) 30-second time out per team per match.
- E. The flip of a coin will decide which team gets the choice of service or the choice of side. For the second game, service and side of the court will go to the opposite teams. For the third game, if necessary, there will be another coin flip to determine who gets the choice of service or side of court.

### **Section Two. Serving Area**

#### **A. The Serve must be made from behind the backline and within the sidelines.**

#### **B. Teams are not required to rotate; however, the server’s MUST rotate and serve in the same order**

### **Section Three. Equipment and Game Play**

#### **A. Games are self-officiated, but the site supervisor may settle any disputes.**

#### **B. The ball may contact any part of the body.**

#### **C. On a service, the ball may contact the net as long as it crosses the net and lands between the boundary lines on the opponent’s side.**

#### **D. There are no restrictions on player positioning in CoRec sand volleyball or on female contacts on the ball.**

#### **E. A player’s lower body may break the centerline underneath the net as long as it does not interfere with the play. No contact with the net is allowed.**

### **Section Four. Faults Playing the Ball**

#### **A. FOUR HITS: a team hits the ball four times before returning it.**

#### **B. ASSISTED HIT: a player takes support from a team-mate or any structure/object in order to reach the ball within the playing area.**

#### **C. CATCH: the ball is caught and/or thrown; it does not rebound from the hit**

#### **D. DOUBLE CONTACT: a player hits the ball twice in succession or the ball contacts various parts of his/her body in succession.**