



## Sand Volleyball Rules

Revised 9/1/21

*Each player must present a valid RU I.D. and be on the team's roster. If you cannot present an RU I.D you will not play. All players must be on the roster to prove that you are a current Rutgers Student and so they have consented to a waiver form. Players can join their roster using [services.rec.rutgers.edu](https://services.rec.rutgers.edu)*

*Rutgers Intramural Sand Volleyball is self-officiated. An Intramural Sports supervisor will be assigned to each game to rule on any disputes and respond to any injuries. Any ruling made by the intramural supervisor is final. Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches or spectators can result in an implementation of an unsportsmanlike penalty, or harsher penalty.*

*All rules mentioned here are under the discretion and interpretation of Rutgers Intramural Sports and it's Directors, Supervisors, and Referees.*

### Team Requirements

1. Registration fee will be \$40 per team.
2. CoRec teams must have a minimum of 2 of each gender. **Teams must have enough players of each gender in case of injury or schedule conflicts.**
3. In CoRec play if 5 are playing, under extenuating circumstances only (injury/ejection), the team will be allowed to finish with just 4 players regardless of ratio. **However, at no time can you start a game with 4 players.**
4. Teams should arrive fifteen minutes before the posted start time of their game. Teams will only be given a 5 minute grace period after their posted start time to have the minimum number of players required to begin. After the five minutes, the Supervisor will officially rule the game a forfeit. Call in losses will only be accepted if made by 4:30PM the day of your game. **Otherwise, games are expected to be played as scheduled. Call in losses can be called into 848-445-1981 or by email to [intramurals@echo.rutgers.edu](mailto:intramurals@echo.rutgers.edu).**
5. All players may wear shoes, socks, or bare feet during play.
6. Casts are illegal and are not permitted during play, even if padded.

7. Clothing which has blood on it must be removed before the player may continue competition. A substitute player should enter the game to allow the player with blood to remove the soiled clothing.

## Game Play

1. Matches are the best 2 out of 3 games. A game shall consist of 25 points (30 point cap), rally scoring (a point is awarded on every play) and the winning team must be 2 points ahead for the game to end. The teams change sides at the end of each game. If a third game is necessary, it shall consist of 15 points (20 point cap) with a two point lead. **During game three teams will switch sides when a team reaches eight points.**
2. If all three games have not been "completed" when the time limit expires (**55 min from scheduled start of the game**), both teams shall be credited with a win for the games that have not been played.
3. A game that is tied when the time limit expires shall remain a tie, and both teams shall be credited with a tie for the match.
4. Substitution is open and unlimited.
5. Team members must rotate on the court and must remain in that position until the serve has been contacted. The player in the back right hand corner of the rotation will be designated to serve and continue to rotate clockwise.
6. The server may not step on or over the end line until the ball has been contacted. The width of the service area is from sideline to sideline. The depth of the service area is infinite.
7. The serve may not be blocked or spiked.
8. Players can return the serve by:
  - a. Bump pass
  - b. Clasping their hands together
  - c. A closed fist
9. During the serve the ball is live and play continues if it contacts the net and passes over.
10. The ball may legally contact any part of the body. This includes any action with the foot, ankle and lower leg that would be allowed with the hands or arms in the normal course of play.
11. If there is a disagreement between teams on any call, the RUIM Supervisor will have the authority to make a final decision.

## Playing the Ball

1. **THREE CONTACTS** - Each team is allowed a maximum of 3 successive contacts of the ball in order to return the ball to the opponent's area. (Exception: In the action of blocking an attacking ball, the touch, or contact resulting from the block attempt does not constitute one of the three successive contacts.)
2. **ATTACKING THE NET**- only the three players that are in the front row of the rotation are allowed to attack the net. Violation of this rule would include any hitting or blocking that occurs above the plane of the net.
3. **SIMULTANEOUS CONTACTS** - When two non-blocking teammates touch the ball simultaneously, it is considered one contact, and any player may make the next contact. When two blocking teammates touch the ball simultaneously, it is not counted as a contact, and any player may make the next contact.
  - a. When two opponents simultaneously and instantaneously contact the ball over the net, and the ball remains in play, the team receiving the ball is entitled to another three hits. If such a ball lands "out", it is the fault of the team on the opposite side of the net from where the ball lands.
4. **CHARACTERISTICS OF THE CONTACT** - The ball can contact any number of body parts down to, and including the foot, providing such contacts are simultaneous and the ball rebounds immediately and cleanly after such contact.
5. **HELD BALL** - The ball must be contacted cleanly and not held, lifted, pushed, caught, carried or thrown. The ball cannot roll or come to rest on any part of a player's body. It can rebound in any direction.
6. **HAND SETS** - A contact of the ball using the fingers of one or two hands to direct the ball toward a teammate is a set. The ball must come into contact with both hands simultaneously and leave both hands simultaneously to avoid a double hit call. A player may set the ball over the net in front or behind them only in the direction in which their shoulders are squarely facing. *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.*  
**\*\*The General Rule is less than 2 and ½ rotations, or being able to read the name brand on the ball. Please call your "bad hands", double hits, and holds!**
7. **ATTACKING THE BALL OVER THE OPPONENTS COURT**- A player is not allowed to attack the ball on the opposite side of the net. If the ball is hit above the spiker's side of the net and then the follow-through causes the spiker's hand and arm to cross the net without contacting an opponent or the net, the action does not constitute a fault.

## Blocking

1. Blocking is the action close to the net which intercepts the ball coming from the opponents' side by making contact with the ball before, during or after it crosses the net.
2. **MULTIPLE CONTACTS** - Multiple contacts of the ball by a player(s) participating in a block shall be legal provided it is during one attempt to intercept the ball. Multiple contacts of the ball during a block shall be counted as a single contact, even though the ball may make multiple contacts with one or more players of the block.
3. **PARTICIPATION AFTER A BLOCK** - Any player participating in a block shall have the right to make the next contact, such contact counting as the first of three hits allowed the team
4. **BLOCKING SERVE** - Blocking or attacking a serve is prohibited.
5. **BLOCKING A BALL ACROSS THE NET** - Blocking of the ball across the net above the opponent's court shall be legal provided that such a block is:
  - a. After a player of the attacking team has spiked the ball, or, in the referee's judgment, intentionally directed the ball into the opponent's court, or has exhausted their third allowable hit.
  - b. After the opponents' have hit the ball in such a manner that the ball would clearly cross the net if not touched by a player, provided no member of the attacking team is in a position to make a legal play on the ball
  - c. If the ball is falling near the net and no member of the attacking team could reasonably make a play on the ball.

### **Play at the Net**

1. **PLAYER CONTACT WITH THE NET** - No part of the body may touch the net at anytime unless a ball or person driven into the net causes the contact. Player contact with the net in a manner not directly relating to or affecting the course of play is not a violation. Contact with hair or part of the uniform will not be considered a fault.
2. **SIMULTANEOUS CONTACT BY OPPONENTS** - If opponents contact the net simultaneously, it shall constitute a double fault and the point shall be played over.
3. **INTERFERENCE** - **Beach** volleyball allows any and all parts of the body to cross the center line as long as there is no interference with the opposing player.

### **Playoffs**

1. Seeds will be decided based on a points system. Defaulting a game results in no loss of points in the standings however forfeiting a game will result in your team losing points. Any combination of 2 defaults or forfeits will result in your team being removed from the league.

2. Players must participate in a minimum of 1 regular season game in order to play in the playoff tournament.

### **Rutgers Recreation Intramural Sports Policies**

- a. While the game of volleyball is a non-contact sport, injuries (mostly minor) do occur. Players should participate with this understanding. Also, participation in the intramural sports program is completely voluntary. Rutgers University is not responsible for injuries incurred during intramural play. It is strongly recommended that participants have satisfactory health status and accident insurance to cover any injury that may occur.
- b. Alcohol is not to be brought to any Rutgers Recreation Facility. Players coming to their game under the influence, risk forfeiture of the game, suspension from intramural play, and referral to the Dean of Students.
- c. There will be a Sportsmanship Rating System in place for all teams. At the conclusion of every game, the officials and intramural supervisors, will rate each team based on their sportsmanship towards their opposing teams and the officials. The rating can range from 4.0-0.0. Teams that forfeit will receive a 1. Teams must have at least a **2.5** rating average in order to be eligible for the playoffs. During the playoffs, teams must maintain a minimum of a **2.0** rating in order to advance to the next round. Any team that does not maintain a minimum 2.0 rating during the playoffs must schedule a meeting with the campus Intramural professional staff member before the next scheduled game. Failure to do so will result in the team being pulled from the remainder of the playoffs with the possibility of further sanctions being adjudicated as necessary.
- d. The sportsmanship ratings are based as follows:

**A (4) Excellent Sportsmanship** - given to a team where all players cooperate fully with the officials and opposing team members. [Text Wrapping Break]

**B (3) Above Average Conduct** - Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit an unsportsmanlike penalty (technical, yellow flag, etc). Any team receiving an unsportsmanlike penalty will receive no higher than a "B" rating.

**C (2) Poor Sportsmanship** - Team members constantly comment to the officials and/or the opposing team from the field/court and or/sidelines. The team captain exhibits little control over teammates or him/herself. Teams that earn at least two unsportsmanlike warnings will receive no higher than a "C" rating.

**D (1) Deplorable Conduct** - given to a team that persist in questioning officials' decisions; and/or they repeatedly argue with the officials. Teams display frequent use of profane or vulgar language. Spectators, clearly related to the team, fail to cooperate with the officials and the team is not supportive of the officials' efforts. Teams that earn

at least three unsportsmanlike warnings will receive no higher than a “D” rating. Teams receiving an ejection due to unsportsmanlike actions of a player will receive no higher than a “D” sportsmanship rating. Teams that forfeit games will receive a 1 rating.

**F (0) Intolerable** - given to a team where the team is completely uncooperative and the captain has no control. Any team that receives four unsportsmanlike penalties or two player ejections will receive an “F” rating and the game will be forfeited.