



Campus Recreation
DIVISION OF STUDENT AFFAIRS

INTRAMURAL SAND VOLLEYBALL RULES

Current USA Volleyball/FIVB rules will govern all rules not specifically noted.

PLAYER EQUIPMENT AND UNIFORM

- **Jewelry is not allowed** for safety reasons. Medical or religious medals must be removed from chains or taped/sewn under the uniform.
- Hats and other bandanas are not permitted. A guard, cast, brace made of hard and unyielding leather, plastic, pliable plastic, metal, or any other hard substance, even though covered with foam padding, is not permitted.
- Supports are permitted on other parts of the body if they are soft and yielding or all exposed metal and other hard parts are padded with at least 1/2" of foam rubber.

TEAMS AND SUBSTITUTES

- Teams may have a maximum of 4 players on the court and must have a minimum of 2 players to start and continue a match.
- Player substitution may be made when the ball is dead
- A team is allowed an unlimited number of subs on a player-for-player basis.
- Each participant must present a current, valid UTA student or faculty/staff ID card and be a member of Campus Recreation in order to be eligible to participate.
- A maximum of 2 UTA volleyball club members. Active varsity members may not play Intramural Sports (please refer to the Intramural Sports Handbook for more information).

GAME FORMAT

- All matches will be best 2 out of 3 sets, first to 15 points (win by 2 or a 20-point cap)
- A coin toss at the beginning of the match will determine which team receives the choice of first serve or choice of side of court for the beginning of the match.
- Match time limit of 45 minutes.

TIMEOUTS

- Timeouts may be made when the ball is dead. Maximum of 2 30-second timeouts per match

LATE TEAM PROCEDURE

- Game time is forfeit time.
- If 1 team has an insufficient number of players, that team has up to 10 minutes to get the minimum number of players required to start the game. The present team will get choice of serve and side for all sets, and they will get 1 point for every minute after game time until the absent team gets the required number of players to start. If they do not get the minimum number of players required to start the game 10 minutes after game time, the present team wins the game.

GAME RULES

- Teams have 3 hits to return the ball to their opponent across the net, including all contacts, both intentional and unintentional.
- The ball may be touched with any part of the body.
- The ball must be hit cleanly and not held (including lifted, pushed, carried, or thrown).
- A blocker may contact the ball beyond the plane of the net, provided that the blocker does not interfere with the opponent's play.
- A player is permitted to pass hands beyond the net after the attack/hit provided that the ball is contacted while within their own playing space or within the plane of the net.
- Players have 5 seconds after the referee's ready-for-play whistle to serve the ball to their opponent.
 - The player serving may not step on or over the serve line until after making contact with the ball.
- A player may not reach into the opponent's space under the net and interfere with the opponent's play.
- Back row players must jump from behind the 10-foot attack line, or any part of the ball must be below the top of the net to attack from the back row positions.
- A single player may contact the ball twice consecutively only if the first contact is a block.
- If a player's action causes the player to contact the net during play, whether accidentally or not, with any part of the player's body or uniform, it shall constitute a fault.
 - Hair does not constitute a fault.

CO-REC MODIFICATIONS

- Teams may only have up to 2 females and 2 males on the court during Co-Rec games.
 - No more than 2, and no less than 1 of each sex even when playing short.
- Players on the court and serve order must alternate male/female.