

Department of Athletics
2 vs 2 Intramural Sand Volleyball

A. Equipment

Jewelry is not allowed. Medical or religious medallions must be removed, taped, or sewn under the uniform. A guard, cast, or brace made of hard and unyielding leather, plaster, pliable plastic, metal or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.

B. Team Captain Responsibilities

Ensure their team members follow all eligibility requirements.
Responsible for communicating game time, location, and ID policy to teammates.
Ensure that all teammates sign a Waiver of Liability and Release form before participating in their first game.
Ensure teammates have a valid USCB ID at game time to check in.
Representing the team and communicating with the officials. The captain is the only player permitted to discuss the game with officials.
Ensure good team sportsmanship among teammates.

C. Players

A team shall consist of two players on the court. – All players must check in using a valid USCB issued ID.
Substitutions: There are no substitutions allowed.

D. SPORTSMANSHIP

1. After each game, teams are given a sportsmanship rating by the officials, the scorekeeper, the opposing team captain, and the supervisor (when possible). The following rating system will be used as a guideline for all sportsmanship ratings -*****It is up to you to make this system work by giving appropriate ratings*****

“5” Excellent Conduct and Sportsmanship -

Team receives no unsportsmanlike penalties
Players cooperate fully with officials/other team members
Captain calmly converses with officials about rules/calls
Captain has full control of teammates

“4” Good Conduct and Sportsmanship -

Team receives at most 1 unsportsmanlike penalty
Team verbally complains about some officials' decisions
Team shows minor dissent
Team wins by default or wins by forfeit

“3” Average Conduct and Sportsmanship -

Team receives 1 or more unsportsmanlike penalties
Team displays verbal dissent towards officials/opposing team
Team defaults game

“2” Below Average Conduct and Sportsmanship -

Team must have received at least 1 unsportsmanlike
Team receives at most 1 unsporting ejection
Team constantly comments to the officials/opposing team
Team captain exhibits little or no control over teammates/self
Team forfeits game by not showing up

“1” Poor Conduct and Sportsmanship -

Team receives 1 or more unsporting ejections

Captain has no control over teammates/self leading to ejection(s)
Team completely uncooperative/Team forfeits game (other than not showing up)

- a. Teams **MUST** maintain a “3.0” average throughout regular season play to be eligible for playoffs.
- b. Teams that receive a “1.0” average for any game will be contacted by the Intramural Sports Office.

2. Playoff Situations: If a team receives below a “3.0” average in any playoff contest, that team will be eliminated from playoffs and replaced by the opposing team, provided that the opposing team receives a “3.0” average or higher. If neither team receives a “3.0” average or higher, then a double forfeit is declared and both teams are eliminated from playoffs.

3. If a game is not completed due to any circumstances, the sportsmanship rating earned will stand regardless of whether or not the game is official.

4. The Department of Recreational Sports may impose additional penalties on players that are disruptive during regular season or playoff contests.

E. EJECTION PROCEDURE

1. Any player, coach, or fan ejected from an intramural game for any reason must leave the playing area immediately if requested to do so by the official or intramural supervisor staff. Failure to leave the area may result in forfeiture of the game by the team associated with the ejected person.

Full Cooperation with the Intramural Staff by an ejected participant is strongly encouraged in order to ensure the safety and reconciliation of the problem as swiftly as possible for all involved.

2. All ejected individuals will be processed judicially within the University and will receive a letter/email notification that will read as follows: “All participants, coaches, and fans that choose to participate in the Intramural Sports Program at

USCB are expected to act in a sportsmanlike manner and comply with the spirit as well as the letter of the rules for each sport. Any participant, coach, or fan that is ejected from the USCB Intramural Sports Program is **immediately ineligible** from further competition in all Recreational Sports Programs and from the use of recreational facilities until he/she is reinstated by the Intramural Sports Director.

3. Any ejected participant found to be playing with any intramural team prior to meeting with the Judicial board will jeopardize the eligibility of that team and therefore remove that team from further participation in the league.

F. STRUCTURE

1. League play will consist of a **ROUND ROBIN SCHEDULE**.

2. All teams will be placed into a playoff tournament based upon the team’s win-loss-tie record provided all playoff requirements are met (sportsmanship rating).

3. The following point system will be used to determine the place your team finishes in the league:

Win = 3 points; Tie = 1 point; Loss = 0 points; Default = 0 points.

4. If a tie exists at the end of regular season play, the following tie-breaking system will be used.

- a. Who beat whom in head-to-head competition.

G. Rules

Start of Game

A coin toss will determine who serves the first game of the match. The captains still call the toss of a coin. The winner of the toss chooses service, receive, or choice of side of court for the first game. The loser of the toss may choose one of the two remaining options.

A new coin toss is performed before the third game, if necessary.

Timing

Regular season matches will be played the best two out of three games.

The first two games are played to 21 points, rally scoring. Teams must win by two with a cap of 23. The third game is played to 15, rally scoring points with a cap of 17.

Each match has a 30-minute time limit. The team who is ahead during the current game will win that game. If this causes each team to have one win each, then a third game to seven will be played. The winning team is NOT required to win by two.

After each game of the match, the teams will switch sides of the court.

The captain may make requests for a time out when the ball is dead.

Teams are allowed two (2) 30-second time outs per game.

Scoring

All games are rally scoring.

When a fault is committed by the receiving team, a point is awarded to the serving team.

Playing Area

The playing area consists of the sand surfaces only. Only players and officials are allowed within the playing area.

Boundary lines that are moved during play shall not cause a rally to stop. If it cannot be

determined whether a ball lands "in" or "out" the rally shall be cancelled and replayed.

Service

The service zone is behind the end line and between the extensions of the sidelines. It extends in depth to the edge of the sand area. Players may serve the ball from any point in the service zone.

Each team is allowed a maximum of three successive contacts of the ball to return the ball to the opponent's area.

The ball may be hit with any part of the body. Intentional kicking is not allowed.

Players may have successive contacts of the ball during blocking and during a single attempt to make the first team hit of a ball coming from the opponents, even if the ball is blocked, provided the ball is not held or thrown.

When the ball visibly comes to rest momentarily in the hands or arms of a player, it is considered as having been held. The ball must be hit in such a manner that it rebounds cleanly after contact with a player. Scooping, lifting,

pushing, or allowing the ball to roll on the body shall be considered a form of holding.

A player is not allowed to attack the ball on the opponent's side of the net. If the ball is hit above the attacker's side of the net and then the follow through causes the attacker's hand and arm to cross the net without contacting an opponent or the net, such action does not constitute a fault.

Net Play

Play off the net is legal, including serves. The posts are out of play.

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

Blocking

Any player participating in a block shall have the right to make the next contact, such contact counting as the first of the team's three hits.

Blocking or attacking a served ball is a fault.

Blocking of the ball across the net above the opponent's playing area shall be legal provided that the block is:

- after a player has attacked the ball, or in the first referee's judgment, has intentionally directed the ball toward the opponent's playing area; or,
- after the opponents have completed their three hits; or,
- after the opponents have hit the ball in such a manner that the ball would, in the first referee's judgment, 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; or,
- if the ball is falling near the net and no member of the attacking team could reasonably make a play on the ball.