

INTRAMURAL 4 ON 4 SAND VOLLEYBALL RULES 2009

ELIGIBILITY

- In order to be eligible to participate in intramural activities, players must be current OSU students enrolled in one or more credit hours, or faculty/staff members who have purchased a Colvin Center Activity Card. All players must present a valid OSU I.D. at each game.
- Names cannot be added by phone. Teams are able to add at the game site on the score sheet. These players will be added onto the permanent team roster and will need their OSU CWID.
- Team Captains and players are responsible for checking their eligibility status. A complete list of intramural eligibility regulations is available in the Intramural Sports Policies and Procedures, which can be obtained in the Intramural Office.

EQUIPMENT

- The Intramural office will provide the "game" ball for each scheduled contest. It may not be used for warm-ups.
- Athletic attire is required. (No jeans, or jean shorts, etc)
- Participants must remove all jewelry prior to competing.
- Hats, visors and sunglasses will be allowed.

PLAYERS

- A player may play on one (1) men's or women's team and one (1) co-rec team. Players must have a valid OSU I.D. to be listed on the roster.
- A team consists of four (4) players, however a team may start a game with a minimum of two (2) players.
- Players may substitute unlimited times per game but must do so during a serve.

FORFEITS

- Forfeit time is the scheduled starting time of the contest. A team must be present and ready to play at the scheduled starting time to avoid a Forfeit.
- A team may play with two players. The game will begin when two players are present (one male and one female for Co-Rec).
- In order to claim a forfeit, a team must have the correct number of players present and ready to play.
- If neither team is able to field a team, a double forfeit will be declared.
- A \$25.00 Forfeit Fee will be assessed should a team forfeit a contest. This Fee can be paid in the intramural office the following business day or it will be charged to the Captain's Bursar Account.
- A second forfeit within the same sport will result in that team being dropped from League play and an additional Forfeit Fee charged.

THE GAME

- An official match will be the best two (2) out of three (3) games. The first two (2) games will be played to 21 points (cap of 23) and must be won by two (2) points. The last game will be to 15 points (cap of 17) win by two (2) points. **You do not have to serve to win.**
- All games will be rally score. A point will be awarded on every ball not just when a team has serve.
- **To Win a rally (In a rally-point game)**
 - Whenever a team fails to serve properly, return the ball or commits any other fault, the opposing team wins the rally with one of the following consequences.
 - The serving team scores a point and continues to serve.
 - The receiving team scores a point and gains the right to serve.

- Each game will have a 40-minute time limit. The time limit will start not one second later than your scheduled starting time. Once the 40-minute time limit runs out the team who is ahead at that point in the game will be declared the winner of that game. If the score is tied when the time limit expires, the next team to score a point will be declared the winner of that game.
- A coin flip or odd/even will determine team's choices to either serve or to choose courtside at the start of the first. A coin flip or odd/even will determine team's choices for third game. Teams will change sides every 7 points during the first two games and every 5 points during the third game. The team receiving the serve first in the first game will serve first in the second game. The team choosing side in the first game will play opposite side at the start of the second game.
- Teams are allowed one (1) time-out per game of thirty (30) seconds in length.

RULES

- General: (Legal/Illegal Play) ** Outdoor Rules**
- Net height for men's, women's, and coed will remain the same.
- Out-of-bounds lines will be in place at the beginning of each match.
- Contacting the ball with any part of the body is legal.
- A ball may not be played if it goes onto another court that has play in progress. Playing the ball that was hit onto another court is legal if the other game is stopped (during a side-out, timeout, or any dead ball situation), but please do not interfere with another game. Replay the point if it was possible to make a play.
- In 4 on 4, all players may attack the net. No back row players need to be designated. NOTE: it is important to keep your team in the correct service order.
- A ball that hits the boundary lines is in bounds.
- A player may not touch the net at any time (unless it is incidental contact). Stepping under the net is legal as long as there is no contact or interference with an opponent.
- Reaching over the net is only permitted during the follow through of a hit made on a player's own side, and during a block or block attempt. (There are exceptions to this rule and they include when the ball is being played after the third hit)
- Recovering the ball that is hit into or out of the net is legal.
- A player cannot reach underneath the net to contact a ball.
- A player cannot hit the ball twice in succession (unless there are simultaneous contacts by teammates or opponents.)
- A team cannot hit the ball more than three (3) times before sending it over the net. If the first contact is a block, then the next play on the ball is considered the first hit.
- It is legal to set the serve, no matter if the setter is perpendicular to the net or not; as long as it is not lifted. Double hits are legal because it is a hard driven ball.
- No open hand tips/dinks are allowed during sand volleyball. Alternatives include; palms, heel of hand, knurled fingers, or the back of the hand.
- It is legal to double hit a hard driven ball momentarily, but only on the first team contact or hard driven ball.
- No antennas are used; the posts act as the antennas for all purposes.

Serve:

- Teams must establish a service order and maintain it throughout each game.
- A serve can take place anywhere behind the back line.
- The server has five (5) seconds to serve the ball after announcing the score. The server must release the ball out of his/her hands before contacting it on the serve.
- The server cannot step on the service line to serve, or step over the service line until the ball has been contacted.

COED MODIFICATIONS

- A team consists of four (4) players, two (2) men and two (2) women. A team may start with a minimum of two (2) players. When only playing with three (3) players, the male/female ratio will be 2:1 or 1:2. On all other occasions the male/female ratio must remain equal, 2:2 or 1:1.

GAMES ARE PLAYED WITHOUT OFFICIALS, & THE FOLLOWING RULES ARE TO BE USED:

- The serving team will keep the running score by announcing the score (serving team-receiving team) prior to each serve. The winning team of each game must report the score to the Intramural Supervisor.
- The opposing team should call all illegal hits and net and line violations. The team on the side of the net nearest a ball in or out should make all of these calls.
- All players are asked to use the honesty system when playing without officials. If there is an illegal hit, net or line violation, or line call, the player committing the violation should make the call.
- If teams cannot agree on an illegal hit, net or line violation, or line call, it will result in a replay. The Intramural Supervisor will NOT make any game-type calls.

MISCELLANEOUS

- Team captains and manager/coaches are responsible for the conduct of their players and fans.
- The coach/manager must stay on the team sideline during play. Violation will result in the ejection of the coach/manager.
- Acts of unsportsmanlike conduct include arguing with supervisors, fighting, abusive language directed towards supervisors/opponents. Any of these actions will result in the player(s) involved being ejected from the game.
- Any player ejected from a game must leave the playing area, and will be ineligible to participate in any intramural sport until he/she meets with the Intramural Sports GA (Bonnie Mitchell).
- Penalties for ejected players may include, but are not limited to the following: probation, suspension from one or more contests, disqualification for the remainder of the sport and/or upcoming sports, being barred from Intramural competition for the remainder of that school year, or future years.
- The team captain must enter the names of all players on the score sheet prior to the start of each contest. Players must be present at the beginning of the game to play. No players may enter the game if they have not shown their ID to the Supervisor when he/she checks the ID's prior to the beginning of each game.
- The Intramural Office does not provide insurance and assumes no responsibility for accidents or injuries incurred.

ALL RULES STATED ABOVE FOLLOW THE USA VOLLEYBALL RULES, EXCEPT FOR THOSE SPECIAL INTRAMURAL RULES THAT ARE LISTED.

INTRAMURAL SPORTS OFFICE (744-7407)

For Rain Outs Call The Rec Check Line 744-7533

Rain-Outs: It is the captain's responsibility to call the Intramural office and then call his/her team if a rain-out occurs.