



UNIVERSITY RECREATION & WELLNESS

INTRAMURAL SPORTS

Coed Sand Volleyball

Eligibility Rules

1. All undergraduate and graduate students currently enrolled in any department or college of the University, current faculty, and staff shall be eligible for all Intramural Sports activities.
2. All players must have their current, valid University of Maryland ID in order to sign in and participate. Players may be added to the roster during the regular season at the game site. During the playoffs, a player must already appear on the roster to be eligible to play.
3. Members of the Varsity & Junior Varsity Volleyball Teams are NOT eligible to participate in Intramural Sand Volleyball.
4. Teams may have no more than two (2) Volleyball Club Member on their roster.

Team Composition

1. Two (2) players are required to start the game (one male and one female). Up to six (6) players may participate at one time. There are no limits on roster size.
2. Teams with three (3) or five (5) players can have the following combinations: 2 males and 1 female or 1 male and 2 females; 2 males and 3 females, 3 males and 2 females.
3. Participants can compete for only one team.

Equipment

1. **Volleyballs:** Teams may use their own game ball or use the sand volleyball provided by the Intramural Sports Program. If a team wants to use their own game ball, it must be approved by the opposing team. If they are unable to agree, the sand volleyball provided by the Intramural Sports Program will be the official game ball. Sand volleyballs are available for check-out at the Equipment Desk in the ERC.
2. **Clothing:** Matching teams jerseys are not required. A player's clothing must be presentable and appropriate for competition.
3. **Shoes:** Players may play barefoot, in socks, in booties, or in shoes. Spikes, screw in cleats, and cleats with metal or ceramic exposed are prohibited.
4. **Pads/Braces:** No pads or braces may be worn above the waist. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges with appropriate slow-recovery padding.
5. **Headwear:** Players may wear baseball style caps or other headwear. Knit and stocking caps are permitted. Rubber or cloth elastic bands may be used to control hair.
6. **Jewelry:** PLAYERS ARE NOT ALLOWED TO WEAR LOOSE JEWELRY. (FITNESS TRACKERS, WATCHES, NECKLACES, HOOP EARRINGS, ETC., are not permitted.) Covering the item with tape is not acceptable, as it does not prevent the possibility of injury.
7. **Sunglasses:** Players may not wear sunglasses that are metal or rigid.
8. **Blood Rule:** If and when a official observes that a player is bleeding, has an open wound, or an excessive amount of blood on his/her uniform the player will be directed to leave the game. The injured player is not to return until the bleeding has stopped, the wound is covered, and the bloody uniform is changes.

The Game & Scoring

1. Length of Contest: A match will consist of a best two (2) out of three (3) games unless the time limit has expired.
2. Game: A game is over when one team scores 21 points (third game, if necessary, is played to 15 points), win by two (2).
3. Scoring Cap: The first two games will not exceed 25 points and the third game will not exceed 21 points.

4. Time Limit: Each match will have a 45 minute time limit.
5. Rally Scoring: A point will be scored on every service.
6. Coin Toss: A toss of a coin or odds/evens will determine which team shall have the choice for the first game and third game, if necessary. The winning team shall have the following options:
 - A. To select to serve or receive service of the first ball
 - B. To select the side of the court on which to play
 - C. The loser of the toss will take the remaining alternative and will get first choice for the second game.
7. Intermission: One minute will be allotted between games.
8. Time-Outs: Each team is allowed one (1) thirty-second time-out per game. A request for a time-out may only be made when the ball is dead.
9. Forfeits: If a team fails to appear for a scheduled game or match on time, a forfeit will be declared. If a team forfeits a contest, the captain's student account will be charged a \$15 forfeit fee, and the team may be dropped from the league if there is a wait list team to replace them.
10. Protests: If a team wants to submit a protest, the team captain must stop play immediately and notify the games officials and supervisor. The supervisor will document the appeal and forward it to the Intramural Office. Teams cannot appeal an official's judgment.

Play Procedure

1. IN-BOUNDS: A ball is in when its first contact with the ground is on the playing court or a boundary line.
2. OUT OF BOUNDS: The ball is out when its first contact with the ground is completely outside the playing court and it does not cause boundary lines to move, it completely crosses the net outside the posts or under the net after the attacking team's third contact, or it touches an object out of play.
3. LEGAL CONTACTS: A player may touch the ball with any part of the body. The ball must be contacted cleanly and not held (including lifted, pushed, caught, carried, or thrown).
4. TEAM CONTACTS: Each team is entitled to a maximum of three contacts to return the ball to the opponents. A player may not contact the ball two times consecutively except during or after a block or at the team's first contact. Blocking does not constitute a team contact, and any player may make the first contact of the ball after the block.
5. SIMULTANEOUS CONTACTS: If two opponents simultaneously and instantaneously contact the ball over the net, the ball remains in play and the team receiving the ball is entitled to another three hits. If such a ball lands out of bounds, it is the fault of the team on the opposite side of the net from where the ball lands. A joust occurs when players of opposing teams cause the ball to come to rest above the net through simultaneous contact. A joust is not a fault and play continues as if the contact was instantaneous. If teammates simultaneously and instantaneously contact the ball, it will count as one contact and the involved players are eligible to participate in the next contact.
6. ASSISTED HIT: A player is not permitted to take support from a teammate or any object in order to reach the ball. However, a player who is about to commit a fault may be stopped or held back by a teammate.
7. SERVING ROTATION: The order of rotation specified by the starting lineup must be maintained throughout the game. At the beginning of a new game, the order may be rearranged.
8. SERVING OUT OF ORDER: If a player is discovered serving out of order, a side-out shall be called, any points made by the illegal server shall be lost, the serving order should then be corrected immediately, and the offending team shall lose that service turn.
9. AUTHORIZATION OF SERVICE: It is the responsibility of the server to assure that both teams are ready for service.
10. SERVICE AREA: The server may move freely behind the end line.
11. SERVICE ATTEMPT: If the server releases the ball for service but does not attempt to complete the service motion, a replay will be awarded. A player may only receive one such replay during anyone term of service.
12. NET SERVICE: A serve is legal if it hits the net, goes over the net, and proceeds to land in-bounds on the opponent's side of the court.
13. POSITIONING: At the time of service, all players should be in correct serving order.
14. SCREENING: The server's teammates must not prevent the opponents, through screening, from seeing the server or the path of the ball. On an opponent's request, a player must move sideways, bend over, or bend down. \

15. BALL CROSSING THE NET: A ball directed to the opponent's court must go over the net within the crossing space.
16. BALL TOUCHING THE NET: The ball may touch the net while crossing the net at any time.
17. BALL IN THE NET: A ball driven into the net, other than a service, may be recovered within the limits of the three team contacts.
18. REACHING OVER THE NET: If a player reaches over the net, a foul shall be called except in the following instances:
 - A. Player reaches over the net on the follow through
 - B. Player, in an attempt to block, reaches over the net on a follow through, whether or not they touch the ball, provided some part of the ball has crossed the net on the blocker's side before the follow through occurs
 - C. During an attempt to block, the ball is hit against the net with such force that it causes the net to move under the fingers or hand of the blocker
19. REACHING UNDER THE NET: A player may not reach under the net and touch the ball or a player on the opposing team when the ball is in play on the opponent's side of the court.
20. CONTACT WITH THE NET: It is a foul when a player or a player's clothing touches any part of the net. (Exceptions: incidental contact of the net by a player's hair, hat, or glasses; a ball is driven into the net or the wind blows the net and causes the net to touch a player).
21. SUBSTITUTIONS: There are unlimited substitutions as long as one player does not occupy more than one position in the service order during a single game. Substitutions can only be made when the ball is dead. All substitutions must be male-for-male and female-for-female.