



Bloomsburg University Intramural Sports Program

IM Sports - SAND VOLLEYBALL RULES

USA Volleyball rules with these IM modifications and the IM General Rules will apply.

TEAM CAPTAINS: Team captains are responsible for their team's actions. They are also the only players allowed to talk with officials during the game. It is each team captain's responsibility to ensure that all team members are listed on the team roster. A player may be added to a team's master roster before that team's second regular season game. During playoffs, a participant must be listed on that team's master roster to be eligible to participate. Team captains are not only in charge of their team's actions, but also the fans that are present.

TEAMS: CoEd teams consist of 4 players with no more than two (2) men and no less than two (2) women alternating in the rotation on the court. Coed teams may also start with 3 players: which 2 of must be women. Any additional players to bring the team up to 4 can join a game in progress. There must be at least 2 women on the court at all times, no matter the number of players.

Forfeits: GAME TIME is FORFEIT TIME!!! If a team does not have the minimum number of players at the scheduled game time, the game will be called and either a default or forfeit will be recorded.

- a. **Forfeits:** Teams that have **FEWER THAN HALF THE MINIMUM PLAYER REQUIREMENT** present on the field/court at game time will lose the game by forfeit. A deposit of up to \$20.00 will be assessed to the team captain prior to participation.
 - i. **1st Violation=** Teams/individuals will lose forfeit deposit.
 - ii. **2nd Violation=** Teams that forfeit for the second time, without notification to the Intramural Sports Office, maybe dropped from the tournament.
- b. **Defaults:** Teams that have half the minimum player requirement, but not enough players to compete at game time will lose the game by default. Teams may also inform the Intramurals Office (389-5288) by 4:00 pm (after 4:00pm will be a forfeit) on game day to receive a loss by default.
 - i. **1st Violation=** Grace, teams/individuals are not penalized.
 - ii. **2nd Violation=** 1 Forfeit. Team/individual will lose their Forfeit Fee and team captain must speak with the Intramural Director to discuss further league play.
 - iii. **3rd Violation=** 2 Forfeits. Team/individual will be dropped from the tournament.

Forfeits: The team that is present and ready for play can choose to wait on the other team to play the game. However, the clock will be started and rolling until the other team is ready to play or 5 minutes has gone by, which is when the supervisor will call the game. In the event of a forfeit, the winning team will win the game by a score of 15-0.

MATCH: A match will consist of three timed **RALLY SCORING** games.

15 minute games, running clock, 25 points and win by 2.

If a tie or time expires at 25+ points, win by 2 or first to 30.

If time expires with less than 25 points: win by 2 or first to 25.

A team's overall record will be used to determine who qualifies for the playoffs. This places equal importance on all three games.

PLAYOFFS: Will play the best of 3 format.

- First two (2) matches will be to 25 and follow regular season scoring.
- The third match, (if necessary) will be to 15

REFEREE'S AUTHORITY: The referee has authority to rule promptly, in the spirit of good sportsmanship, on any situation not specifically covered in the rules. The referee's decisions are final in all matters pertaining to the game.

START OF MATCH: A coin toss with winner choosing either: serve, receive, or the court side. Other team gets the remaining choice. Second game: the team that received serve in the first game will now serve first and both teams will switch sides. Third Game: a second coin toss will occur; and the teams will change sides after 7.5 minutes.

SUBSTITUTIONS: There is **NO LIMIT to the number of substitutions per game, per player.** Substitutions are allowed only when the ball is dead, and after the referee has signaled the sub(s) onto the court. All substitutions must be made within 10 seconds or the official will award the opponent a delay of game point. Only one request per team for substitutes is permitted per dead ball. A player re-entering a game **MUST** take their original position in the serving order.

ROTATION ON THE COURT: Rotation occurs when a receiving team has gained the right to serve. All players will rotate clockwise one position. Rotation does occur after the 1st change of serve in the game.

TIME-OUT: Each team may use one time-out per game. The time-out is one minute long. The game clock will stop during timeouts. A "Time-Out" may only be requested by the captain on the court. The penalty for a second time-out is a point awarded to the opponent. A delay for an injury is an official's time-out.

SERVICE: A serve that contacts the net within the antennae and goes over the net is a legal serve. One service tossing error will be permitted per service. The server may serve from anywhere behind the end line and within the sideline boundaries. **Wait for the Whistle** - then serve within 5 seconds. All players on the court must be in their proper rotation when the ball is served. Serving out of turn results in loss of points and/or a side-out, depending on when it is discovered. Players may not: attack or block a served ball or screen the view of the server from opponent. After the serve, players may exchange positions for the play, a back row player may move to the front row to set, however, they may NOT block or spike in front of the attack line. When the ball becomes dead, all players must return to their original positions before the next serve is delivered.

NO Jump Serving.

PLAYING THE BALL: A maximum of 3 contacts (in addition to blocks) is allowed per team. All contact with the ball must be clean and not held (including lifted, thrown, carried, pushed or caught).

BLOCKING: A team that has partially blocked or tipped a ball, which remains live on their side of the court, has the right to a total of three other contacts in order to return the ball. The block or tip does not count as one of the team's three contacts. Any player may make the next contact with the ball. Successive contacts may occur during a single blocking action. A blocker's hands may break the plane of the net, BUT may not contact the ball until the opponent has hit the ball in a return attempt.

OUT-OF-BOUNDS: A ball that hits on a boundary line is in-bounds. The entire ball must always pass over the net, within the antennas, to be in-bounds. A player cannot touch or catch a ball and call it out-of-bounds. The ball is dead if it touches anything outside of the court boundary lines. If the ball goes past the sideline of the next court it is out-of-play. **CEILING RULE:** A ball that contacts the ceiling or any other overhead object is playable by the same team. You cannot play the ball into your opponent's court off the ceiling or an overhead object.

PLAYOFFS: Teams will be seeded, with the best overall record from each league as the top seeds in the single elimination playoff bracket. Ex. A team that plays 5 regular season nights (3 games each) could finish with a 14-1 record. Playoff games will be scheduled all four nights of the week (Mon-Thur). **Playoff Game Format:** will be a best of 3 games, rally score match, no time limits.

PLAYOFF ELIGIBILITY: Team must be in good standing with no unsportsmanlike conduct issues.

- Players must be on official team roster
- Players must have played in at least 2 regular season games.

TIE BREAKER: If teams are tied a tie breaker will occur. The first tie breaker will be the head to head game result. If there is still a tie after the first tie breaker the team with the least points given up will win. If there is still a tie we will take the team with the most scored points. If teams are still tied, a coin toss will decide the outcome.

ELIGIBILITY: YOU MUST SHOW YOUR STUDENT or FACULTY/STAFF ID for every competition. Currently enrolled BU undergraduate students, graduate students, and BU Faculty/Staff personnel are eligible for intramural competition. A player is ineligible for any further activity as of the date he or she withdraws from school. Players listed on the current year's varsity sport roster are ineligible to participate in the same/comparable intramural sport.

Comparable varsity sports are as follows:

BU Varsity Sport – Comparable IM Sport
Baseball/Softball – Softball
Basketball – 3 on 3; 5 on 5 Basketball
Football – Flag Football
Soccer – Outdoor; Indoor Soccer
Volleyball – Beach, Indoor Volleyball

CLUB SPORT MEMBERS: Club sport members are eligible for competition, but are limited to the amount of players per team, per sport. **CLUB Volleyball Players:** Team club members are limited in IM Sand volleyball to 2 on the court at a time. If there are 2 members they cannot be of the same gender. A club sport member is any individual participating in club sport contests, attending regular practice, or whose name appears on the official squad list. Once considered a club sport member, you are one for the entire school year unless you have been dropped from the squad list and are no longer playing or practicing with the team.

All club members must be identified, before the start of the game. Teams violating eligibility rules will be ineligible for playoffs.

PLAY for "ONE TEAM" You may PLAY for ONE TEAM within a tournament. Playing in ONE game "declares your team" for the remainder of that tournament. You cannot switch teams or brackets within a tournament. See "Protests" for penalty.

A participant may play on one team and one team only in its respective division (men's, women's, coed). I.e. A participant may play on one men's team, and one coed team in the same sport, but not two men's teams, or two coed teams. Any participant playing on two teams in the same division (men's, women's, coed) will automatically be disqualified from participating in the division in which the offense occurred for the remainder of that sport season. In addition, any game(s) the participant played illegally will result in a forfeit. **Teams violating eligibility rules or forfeiting will be ineligible for playoffs.**

PROTEST PROCEDURE:

- Whenever a matter of protest arises during a contest, the captain or manager of the protesting team must notify the official and the opponent of his protest BEFORE THE NEXT BALL IS "LIVE." Failure to lodge a protest will void the protest.
- Upon notification of a protest, the official in charge will suspend play.
- The protesting captain or manager will state specifically the basis for his/her protest. In turn, the official in charge will explain the basis of the decision.
- If the protesting party wishes to appeal the decision of the official in charge, he/she must request that the field/court supervisor review the decision before play resumes. The supervisor will render a decision on the question.

INELIGIBLE PLAYER Policy: Bloomsburg ID Cards will be required for eligibility verification prior to each contest and at any given time. Refer to the "ELIGIBILITY" and "ONE TEAM" sections for details on eligibility.

The use of "ineligible players" will result in...

1. Default of Game* involved.
2. Ineligibility of Player from future IM play within that tournament.
3. Ineligibility of both Teams for playoffs within that tournament.

* Note: Eligibility violations discovered after the 24-hour limit will NOT result in game default; however, #2 & #3 will still apply.

ELIGIBILITY PROTESTS: Protesting the eligibility of players will be the responsibility of the individual team or team captain and should be made at the start of the game or when the player in question arrives at the game site, but must occur prior to the next contest.

- In protests regarding player eligibility, all pertinent information (i.e. date, time, location of contest, and names) must be noted as well as notifying the supervisors at the game site, if possible. If player identification is needed, the supervisors or officials will be utilized.
- Individual players found ineligible automatically forfeit the game in which they participated. During playoffs, eligibility protests must be filed before the accused team plays another contest or the protest becomes null and void.

If you suspect an ineligible player AFTER THE GAME HAS ENDED... You have a 24 hour limit from game time to submit a Written Protest Form to the Intramurals Office to receive a "Win by Default". Teams found to involve ineligible players will be dealt with according to the above policy. Provide the players name (if possible), team name, the game date, time and location, and why you believe they are ineligible, to assist with verification.

RULE INTERPRETATION PROTESTS: (Judgment calls by an official cannot be protested)

Protests concerning interpretation of playing rules will be allowed, that is, failure of an official to apply a proper rule, penalty or violation to a given situation that has a direct and immediate impact on the outcome of a contest. The protest must be handled immediately following the play or decision on the field.

WRITTEN PROTEST: Must be presented to the Intramural Director within 24 hours after the event. All protests will be given to the Intramural Director for a ruling. Protest forms will be available at every contest.

DISQUALIFICATIONS: A player will be disqualified upon receiving their 5th personal foul.

SAFETY CONCERNS: THIS IS A NONCONTACT SPORT. Hats, jewelry, or metal joint braces will not be permitted. We have these rules to protect the participants' safety. Please respect this policy.

BLOOD BORNE PATHOGENS: If a player is found to be bleeding, they must immediately leave the game. Substitutions may occur at this time and the official may take a timeout. The player may not reenter the game until all bleeding stops, and all injuries are properly cleaned and bandaged. All blood soiled clothing must be removed before the player can reenter the game.

UNSPORTSMANLIKE CONDUCT: Any offensive behavior towards officials, fans, and opposing teams will result in an unsportsmanlike foul. If a player receives two of these fouls they will be ejected. Behavior that would be considered an immediate ejection would include foul language towards an official, hitting another player or fan, an alcohol related incident, and any other action an official deems worthy.

EJECTIONS: If any one of these instances occurs, a player will be automatically ejected.

All ejections will result in at least a one game suspension and scheduled meeting with the Director of Intramurals and that sports coordinator. The player that is ejected will be given 2 minutes to leave the playing area and field. If the player does not leave within 2 minutes their team will be penalized a misconduct penalty. If the player has still not left the playing area and field the game will be called a loss to the team the player was a member of.

- Combative behavior.
- Threatening the wellbeing of another person.
- Intentional contacting an official.
- Extreme circumstances deemed unsafe by officials.

FAN SPORTSMANSHIP: Team captains are in charge of their fans. If fans become unruly the acting supervisor may stop the game and ask the fans to leave the area or take action accordingly