

SIUE Intramural Sports

Sand Volleyball



All games will be governed by the Federation Internationale de Volleyball Rule Book (FIVB) with the following SIUE Intramural Sports Modifications:

Players & Equipment

- Each participant must present a current Cougar ID Card in order to be eligible to participate.
- Each participant must sign a liability waiver.
- *Eligible Participants:* Students, Staff/Faculty with Student Fitness Center Memberships.
- All participants must have an [IMLeagues](#) account and be on the appropriate team roster to be eligible.
- **Each team shall consist of 4 players** (any combination of males and females). The minimum number of players necessary to begin is 2. Rosters are capped at 8 players.
- Player's clothing must be presentable and appropriate for competition at the discretion of the Supervisor.
- **Shoes:** Tennis shoes are not allowed on the sand. Upon the approval of the Supervisor, participants may be allowed to wear socks or other soft foot-covering materials.
- **Jewelry:** No jewelry or any other item deemed dangerous by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play. Medical alert bracelets must be secured to the participant.
- Hats, caps, sunglasses, and eyeglasses may be worn at the risk of the participant.
- Players may wear soft, pliable pads or braces on the leg, knee, or ankle. Braces may not have any exposed metal or screws. Braces made of any rigid materials (including plastic) must be covered with protective padding for safety reasons. Under no circumstances will a player wearing a cast or splint be permitted to play.

Playing Surface

- All games will be played at the Prairie Hall Sand Volleyball Courts, unless otherwise noted.
- The court will utilize the boundaries outlined on the court. A ball that lands on the boundary line is considered "in".
- Only players participating and a coach are permitted on the team bench, spectators must be outside the court.

Game Format

- All matches will consist of a best 2 out of 3 games. The first team scoring 21 points (win by 2 or a 25 point cap) will be declared the winner. If a third match is necessary, the first team scoring 15 points (win by 2 or a 20 point cap) will be declared the winner.
- 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 first game. The loser of the toss receives the remaining option. The team not serving first in the first game shall serve to start the second game. In the event of a third game, a second coin toss will determine the choice of first serve or side. Teams shall change sides of the court for the second game.
- Game time is forfeit time, if a team does not have the minimum number of players necessary to start a match, the game is declared a forfeit.
 - Grace Period: A team may be offered a 10-minute grace period from the original start time to obtain the minimum number of players required to participate.
- Each team receives two (30-second) timeouts per game. Timeouts will only be granted during a dead ball or before the serve. Note that the match clock will not stop during timeouts.
- Delay of Game: Unnecessary delays include, but are not limited to, the following:
 - A team requests a third timeout in a match after it has already used it allotted timeouts.
 - A team delays recovering a dead ball that has gone out of bounds.

- **Penalty for Unnecessary Delay:** A timeout shall be assessed. If the team has already used its allotted timeouts, a point or side-out is awarded to the opponent, and the game is resumed immediately.
- At the conclusion of the match, it is the responsibility of the winning team to report the scores to the IM Supervisor. Failure to do so will result in a double forfeit.

Position of Players

- Teams are allowed to determine their own formation and serving order. Once the serving order is established, it must remain consistent for the entirety of the game.
- **Substitutions:** Players may make a substitution when play is stopped following a fault resulting in that team gaining the serve.
- **Server:** The server shall serve from anywhere behind the back boundary line and shall not touch the boundary lines at the instant the ball is contacted during the serve.
- **Screening:** The players of the serving team must not prevent the receiving players from seeing the contact of the serve or the path of the served ball. Screening is illegal and results in a point/loss of rally to the opponent.
- **Serving Out of Turn:** A player shall not serve out of turn. An out-of-turn service may be called by the official or by the opponent's captain. If this is then verified by the official, any points scored on this service shall be canceled and a point/loss of rally awarded to the opponent. If the opponent serves before an out-of-turn service is called and verified, then there shall be no loss of points. In either case, players of the team in error shall regain their proper positions before the next serve by either team.

Playing the Ball

- **Service:** The service is the act of putting the ball into play by the player in the right back position who hits the ball with one hand (open or closed) or any part of one arm in an effort to direct the ball over the net and into the opponent's area. The serving area will be any point behind the end line (excluding the end line) between the two sidelines.
 - If after releasing or tossing the ball for service, the server catches the ball or allows the ball to fall to the sand without being hit or contacted, the service effort shall be canceled and a re-serve directed. However, the supervisor will not allow the game to be delayed in this manner more than once during a service attempt.
- A team shall continue to serve until a loss of rally is awarded to the opponent or the game ends.
- The serve alternates to the opponent when a point/loss of rally is awarded to the opponent.
- A served ball is a service fault and becomes a dead ball when:
 - The ball does not legally cross the net.
 - The ball passes under the net.
 - The ball touches one of the server's teammates, the ground on the server's side of the net, or the post.
- **It is illegal to block a serve or attack (spike) a serve.** The first player on the receiving team to make a play on the served ball may contact the ball with a closed fist(s) or a setting action.
- Each team is entitled to a maximum of three (3) hits for returning the ball over the net. These include intentional and unintentional hits. When the team's first contact is simultaneous contact by opponents or an action to block, the next contact is considered the team's first hit.
- A player may touch the ball with **ANY** part of the body, but may not hit the ball two times consecutively (except when following a block).
- The ball must be contacted cleanly and not be held, lifted, pushed, caught, carried, or thrown. The ball cannot roll or come to rest on any part of the player's body.
- **Simultaneous Contacts:** This involves more than one contact of the ball made at the same instant.
 - When one player contacts the ball with two or more parts of the body at the same instant, it is permitted and considered one hit (except for a block which does not count as a hit).

- When teammates contact the ball at the same instant, it is permitted and considered one hit (except a block which does not count as a hit). Any player may make the next hit.
- A “joust” occurs when two opponents cause the ball to come to rest above the net through simultaneous contact. A joust is not a foul, and play continues as if the contact was instantaneous.
- When opposing players contact the ball at the same instant, the player on the opposite side of the net from which the ball falls shall be considered the player to have touched the ball last. The other player may participate in the next play and the simultaneous contact shall not count as a hit.

Play at the Net

- A player shall not contact any part of the net or its supports while the ball is in play. If a player inadvertently touches the net supports (other than rope cable) it is not a foul. When the ball is driven into the net so that it causes the net or its supports to contact an opposing player or players, it is not a foul if the opposing player(s) did not contact the net by their own impetus.
- A ball may be played from the net provided that a team still has at least one of its three hits remaining.
- When returning the ball to the opponent’s side of the net, a player may follow through over the net, providing they first contacts the ball on his/her own side of the net. A player shall not contact a ball that is completely on the opponent’s side of the net unless the contact is a legal block.
- Blocking a ball that is completely on the opponent’s side of the net is permitted when the opposing team has had an opportunity to complete its attack. The attack is considered complete when:
 - The attacking team has completed its three allowable hits.
 - The attacking team has had the opportunity to complete the attack, or in the official’s judgment, directs the ball with intent to return it to the opponent’s court.
 - The ball is falling near the net and, in the official’s judgment, no member of the attacking team could make a play on the ball.
- A ball may touch the net within the sideline markers when crossing the net to enter the opponent’s playing area.
- A ball may be attacked, excluding a served ball, when it has partially crossed the net.
- There is interference by a player who makes:
 - Contact with an opponent that interferes with the opponent’s legitimate effort to play the ball.
 - Intentional contact with a ball that the opponent has caused to pass partially under the net and the opponent is attempting to play it again.

Penalty for Illegal Net Play: A point/loss of rally is awarded to the opponent.

- **Successive Contacts:** Successive contacts of the ball are two or more separate attempts to play the ball by one player with no interrupting contact by a different player between the two plays. A player shall not make successive contacts of the ball unless there is:
 - Simultaneous contact by teammates.
 - Simultaneous contact by opposing players.
 - Successive contacts by a player whose first contact is a block (then the second contact shall count as the first hit by the player’s team).
- **Multiple Contacts:** Multiple contacts of the ball are more than one contact by a player during one attempt to play the ball. Multiple contacts are permitted only:
 - When the ball rebounds from one part of the body to one or more other legal parts in one attempt to block.
 - On any first team hit, whether or not the ball is touched by the block, provided there is no finger action.

Team Conduct & Sportsmanship:

- The official(s)/supervisor(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or coach for violations of sportsmanship including, but not limited to, the following:
 - Disrespectfully addressing an official or staff member.
 - Questioning the official's/supervisor's judgment or decisions.
 - Use of disconcerting acts or words when an opponent is about to play the ball.
 - Showing disgust with official's decisions.
 - Using profane or insulting language or gestures toward an official/supervisor or other player.
 - Baiting players of the opposing team
 - Disrupting the game so that it may not be continued in an orderly fashion.
- Coaches, players, and spectators conducting themselves in an unsportsmanlike manner shall be assessed penalties in the following manner:
 - A yellow card will be issued as a warning.
 - A second yellow card results in a point/loss of rally awarded to the opponent. This is equivalent to a red card.
 - A red card issued alone for a single offense will result in a point/loss of rally to the opponent. A red card will also result in an ejection for the offending player from the remainder of the match.

A sportsmanship score will be awarded to each participating team after every game. An average of the points from each game will factor into team standings. The following scale will be used to rate all teams in all contests played:

- 4: Excellent, no problems.
- 3: Occasional problems, some verbal dissent.
- 2: Unreasonable comments and conduct.
- 1: Continuous verbal dissent, unreasonable conduct.
- 0: Fighting, vulgar language, unreasonable conduct.

Weather/Game Cancellation:

Decisions regarding inclement weather will be made as early as possible by the IM Sports Office. All game cancellations will be sent out through IMLeagues messaging service.

Statement of Inclusion Language for Intramural Sports Department

SIUE Campus Recreation is dedicated to providing a positive intramural sports experience for students of all abilities. Please contact Imani Welch (imwlechl@siue.edu or 618-650-3248) at the Student Fitness Center, Room 1524A, to discuss options should you require an accommodation to fully participate in the Intramural Sports program because of a disability or impairment.