

Summer Session Sand Volleyball Rules

League Structure

League Play

- One game per week over the course of four weeks.

Divisions

- Coed
- Faculty/Staff

Location

- All Sand Volleyball games will be played at the Cate Center Sand Volleyball Courts.

Playoff Eligibility

- All teams competing in Summer Session Sand Volleyball with an acceptable sportsmanship rating will compete in the tournament.

Playoff Tournament

- All qualifying teams will play in a single elimination tournament within their division at the conclusion of the regular season.

Sand Volleyball Information

- All participants must provide a valid OU ID (with picture) prior to each contest.
 - No OU ID = No Play
- 30 Minutes Before Competition
 - Equipment is issued.
- 15 Minutes Before Competition
 - OU ID's are checked, and rosters verified.
- 5 Minutes Before Competition
 - Captains are called supervisors
- Game Time
 - The game will start on time or be forfeited (at the discretion of the OU Intramural Sports Staff).

The Game

- 1) All games will use rally scoring, every serve/side out is a point.
- 2) First two games will be played to twenty-one (21) points, win by one.
- 3) The third game, if necessary, is rally scoring to fifteen (15) points, win by one.
- 4) Teams are responsible for keeping score of their own games and reporting it back to the OU Intramural Sports Staff at the end of each game. Teams should call out the score before each service to avoid discrepancies.
- 5) Games are self-officiated. All disputes must be resolved by the two teams within thirty seconds or the game may be forfeited.
- 6) Games will be played with four players on the court. A team may consist of a minimum of three players. Teams may substitute players in any order but the service rotation must always stay in proper order.
- 7) Ball is put into play by the serve.
- 8) No contact of any kind is allowed on the net except from the ball. Examples: body contact, player's clothing, player's hair, etc.
- 9) The interruption or postponement of matches (in cases of failure of equipment, weather, etc.) will be decided by the OU Intramural Sports Staff.
- 10) No time outs
- 11) The entire match will last 40 minutes. If time factor is enforced, match will be decided at that point. If game is tied at the conclusion of the 40 minutes, the next point will decide match.
- 12) Teams will switch sides after the first set, and after eight during the third game.

Clothing and Equipment

- 1) Baseball caps and glasses are allowed during games, and may be worn at players' own risk.
- 2) Players must play barefoot or with socks; sandals or shoes are not allowed.

Personal Conduct

- 1) Participants are responsible for the eligibility and conduct of all their players. Every participant is responsible for the rules and regulations enforced by the OU Intramural Sports Department, which can be found at ou.edu/FAR.
- 2) Any inappropriate behavior or language toward the OU Intramural Sports Staff, other players, or teammates may result in disqualification from the tournament as outlined in the OU Intramural Sports Handbook.

Scoring

- 1) A Dead Ball and a point will be awarded if:
 - a) The ball touches the sand of the serving team or a teammate of the server on the serve.
 - b) A ball hits any obstructions or objects on the serve.
 - c) The ball passes under the net.
 - d) The ball touches any obstruction or objects before contacting an opponent or the sand of the opponent's area.
 - e) The ball lands out of bounds.
 - i) In-bounds refer to any part of the court, including any part of the lines surrounding the court.
- 2) If a served ball lands out of bounds, the serve will result in a side out and a point. However, a let serve, a ball that contacts the net but lands in play, is accepted and considered playable.

Service

- 1) In the first game, the first serve will be determined by the toss of a coin or by “odd or even.”
- 2) In the second game, the team not initiating the serve in the first game will serve.
- 3) If a third game is played, the first serve will be determined by the toss of a coin or by “odd or even”.
- 4) At the moment of the service hit or take-off for a jump service, the server must not touch the court, the end line included. His/her foot may not go under the line. After the hit, the server may step or land inside the court.
- 5) If the ball, after having been tossed or released by the server, lands without being touched by the server it is not considered a service and one more attempt will be allowed.
- 6) The receiving team must bump or set the ball on the serve, no blocking or attacking is allowed off the serve.

Rallying

- 1) Ball may be hit a maximum of three times on each side of the net. Blocking does not count as a team contact, and any player may make the first contact of the ball after the block.
- 2) A player may not hit a ball twice in succession (exception: A player who has just blocked a spike or an attack, or if the play is a first contact made off of a hard driven spike or serve and there is only one attempt to contact the ball).
- 3) Palming, throwing the ball, scooping, lifting, pushing, or carrying the ball is an illegal hit.

Substitutions

- 1) Substitutions may be made only when the ball is dead. If a player becomes injured and cannot leave the court, play will not continue until the player can be safely removed. Play will only continue with the legal amount of players on the court.
- 2) Players may not completely cross over the centerline with any part of their body, however, their hand or foot may be on or above the centerline.
- 3) In blocking, a blocker may touch the ball beyond the net, provided that he/she does not interfere with the opponent's play, before or during the latter's attack-hit or set.

Coed Modifications

1. Summer Coed teams have no restriction on the number of males and females on a team.

For rules not specifically mentioned above refer to USAV Beach Volleyball Official Rules.