

# Emmanuel College Intramurals



## Sand Volleyball Guidelines and Rule Book

### **Expectations of Behavior:**

All participants and spectators are subject to the Student Handbook and the Intramural Handbook. All participants and spectators are responsible for their conduct. Good sportsmanship like conduct is required.

### **Ejection:**

In the event a participant/spectator acts unsportsmanlike, a judgement call will be made by an official depending on the severity of the offense. If the offense is minor, a warning will be given. A second warning will result in an ejection. An ejected participant/spectator must vacate the playing area immediately. Failure to do so will result in further disciplinary action from the Intramural Coordinator.

The following will result in an immediate ejection, referral to the Intramural Coordinator, and possible referral to the Vice President for Student Development.

- Profanity
- Language meant to harm an individual or group.
- Disrespect to an official
- Threatening
- Unnecessary roughness
- Damage to Intramural equipment

### **Physical Violence:**

Due to the severity of physical violence, local law enforcement will be called out in the event of physical altercation. All matters following the incident will be handled by the Office of Student Development.

### **Waiver of Injury Liability:**

1. Emmanuel College and the Intramural program are not responsible for any injury that occurs during practice for or during actual game playing time. All intramural participants are wholly liable for the payment of their medical care that is a result of any injury incurred. Participants are encouraged to have private-personal medical insurance.
2. Participation in intramural activities is voluntary and all medical expenses incurred through participation are the sole responsibility of the participant.
3. Participants indicated their understanding of the Emmanuel College 'Expectations of Behavior' and the 'Waiver of Liability' when they initialed their Intramural Draft Application.

## **Sand Volleyball Rules**

### **Playing Area**

1. The playing court is 60'x30'.
2. The net height for both men and women is 8'.

### **Officials**

The Intramurals Sports officials will provide the appropriate volleyball for play.

The Intramural Sports program will provide the following referees:

1. One person to serve as Official Score Keeper.
  - Record and inform teams of scores.
  - Call net violations.
  - Call court violations.
  - Manage time-outs.
2. One person to serve as Net Judge.
  - Call net violations.
  - Call court violations.
3. Two people to serve as Line Judges.
  - Call line violations.
  - Call court violations.

### **Clothing**

All participants must abide by the student dress code at all times.

1. Players can wear any color shirt or shorts.
2. All jewelry is prohibited.

### **Captains / Co-Captains**

1. Captains (Co-Captains) are the only team members who may address game officials.
2. Captains (Co-Captains) are responsible for the enforcement of all playing rules at the team level.
3. Captains (Co-Captains) are responsible for supervising the behavior of their team roster members.
4. Captains (Co-Captains) are responsible for making sure that each team member is in compliance with the clothing rule listed above.

### **Time**

Game time is roster time.

1. Failure to field the minimum amount of players to begin a game within 10 minutes of the start of the game will result in a forfeit.

### **Time outs**

Each team is permitted three 45 second time outs per game.

1. Only captains and co-captains may request time-out.
2. Only the team with possession of the ball can call a time out.
3. Time outs do not carry over to the second half.

## **Teams**

1. Teams consist of a maximum of 6 players and a minimum of 4 players.
2. Teams may begin the first game with 3 players but must begin the second game with 4. Failure to do so will result in a forfeit and no points received.
3. A double forfeit will result in no points for both teams.

## **Play of Game**

1. Matches consist of best 2 out of 3.
2. Games will be played following rally scoring. Points are awarded on each rally. A team gains a point and the serve if they win the rally.
3. First two games are played to 25; with a minimum must win by 2 points. Game three is played to 15; with a minimum must win by 2 points.
4. A player may play the ball with any part of the body.
5. Only a maximum of 3 hits on the ball by a team is allowed.
6. Contact with any man-made object outside of the court by the ball is considered dead. Scoring as appropriate.
7. The ball must cross over the net fully within the boundary of the net if the ball is played out-of-bounds.

## **Serving**

1. The initial serve of the first game is decided by volley. No blocks or spikes allowed during volley. No points are gained by volley, only the right for first serve.
2. The losing team of game 1 has first serve for game 2.
3. The initial serve of game 3 is determined by volley.
4. Each team member must serve in-turn, with the server continuing to serve until side-out is called.
5. All participating players must have a chance to serve.
6. The serve may not be blocked.
7. The server must wait until the scorekeeper calls the current score before serving. Failure results in turnover and points to opposite team.
8. The server must serve behind the back court line, and, within the side-court lines. Failure results in turnover and point to opposite team.
9. If the ball hits the net and goes over on the serve, it is playable.
10. Front line receiving players must maintain foot contact with the ground during service. Failure to results in turnover and point to opposite team. If a front line player breaks foot contact by falling backwards or attempting to set a team member, then no penalty is given.

## **Ball Contact**

1. The ball must be distinctly batted, not carried. A palm slap that is not carried is not a violation.

2. Contact with the ball that momentarily stops the motion of the ball is a carry.
3. Holding, catching, throwing, lifting, or pushing is considered a carry because of prolonged contact with the ball.
4. Rolling the ball on a person's body is considered a carry because of the steady contact with the ball.
5. Playing the ball twice in succession is a violation.
6. A secondary incidental contact with the ball is not a violation.
7. Contact with the ball while in midair on the opposite side of the net is illegal.
8. If the ball comes to a rest during simultaneous contact by opposing players, then a do over will occur.
9. All contact violations result in turnover and point to opposite team.

### **Court Violations**

1. Incidental crossing over to opposite side of the court that does not interfere with the play of game is not a violation.
2. Crossing over onto opposite side that does interfere with the play of game results in a turnover.

### **Net Violations**

1. If a player makes contact with the net while the ball is in play. It is not a violation if a player's hair touches the net or if the ball is hit with such force causing the net/net cables to hit a player.
2. Pulling on the net is a violation.
3. Any contact with an opponent while he/she is making legitimate effort to play the ball is a violation.
4. All net violations result in turnover and point to opposite team.

### **Blocks**

1. A block does not count as a play on the ball.
2. Only the front line can block.
3. Blockers cannot make contact with the ball over the net. Meaning the blocker cannot have his/her hand or arm over the net and contacting the ball.

### **Spiking**

1. Any player is permitted to spike the ball.
2. No violation is given if a player touches the net on the follow through.

### **Bleeding**

1. Any participant that is noted to be bleeding during competition will be removed from the game until bleeding stops. The team captain and game officials will determine when the player may return. In the event that a team has no substitutes, the game will be stopped for no more than 5 minutes. If the bleeding has not stopped after the 5 minute pause, the team will forfeit.

### **Skunk Rule**

1. There is no skunk rule. A captain or co-captain may choose to forfeit.

### **Substitutions**

1. Substitutions can only be made during dead-ball.