

# *-University of Houston-* **Intramural Sports**

## **Intramural Sand Volleyball Rule Modifications** **-Spring 2007-**

### Overall Rules

1. The Sand Volleyball Tournament will follow a single-elimination, double-elimination, or pool play format, depending on the number of entries. If the pool play format is utilized, the tournament will be as such: there will be pool play matches consisting of 2, 3, 4 or 5 teams. For the 2-team pools, both players will advance; for 3-team pools, the top 2 players advance; for 4-team pools, the top 3 players advance; and for the 5-team pools, the top 4 teams advance.
2. Players must have record of a signed waiver at the game site. Players must be on the official score sheet and must present a valid UH id to be eligible to play.
3. An intramural volleyball team must meet the minimum requirements for shirts, jerseys, and vest (uniforms). Each uniform must have a number on the back that measures at least six inches. A team may not have duplicating numbers (i.e. two #28's), and the numbers must be integers from 0-99. No player may wear a jersey that is worn by another player on the same team in the same game. The number must be permanently affixed and be of contrasting color with the uniform. A team must be in proper uniform for all scheduled games. If you do not have proper uniforms at game time, pennies will be provided.
4. A team is composed of four players. The minimum number of players to begin play is three.
5. A team with less than four will have a ghost-man (side-out) in place of missing people.
6. Teams will be granted a five-minute grace period, if necessary, to comply with Rule 2 in the NFHS Rule book.
  - a. If one of the teams fails to have the required number of players at game time, the supervisor on duty will begin timing, and at each minute mark, the team which has the required number of players will be awarded one point.
  - b. If the deficient team is still unable to play after 5 minutes, the game will be forfeited to their opponent.
  - c. If the deficient team secures the required number of players during the grace period, play will begin at that point with the score as outlined in A above.
  - d. Neither team may call a time-out during the grace period.
  - e. If neither team has the required number of players at game time, a forfeit or double forfeit will be declared as appropriate after five minutes.
7. NFHS rules will serve as the basis for play, but for the premise of this tournament, matches will be self-officiated by both teams. (The following 11 rules should be considered)
8. A match shall consist of the best two of three games. A game is won when a team scores 15 points. There is no "win by two" rule in effect.

9. "Rally scoring" (a point is awarded on each serve to the team which wins the rally) will be used for all three games.
10. Each team is allowed only two time-outs per the entire match.
11. Substitutions can only be made when the ball is dead. There is no limit on the amount of substitutions that can be made.
12. Antennas are out-of-bounds.
13. Any part of the line is in bounds except on serves. On the serve, the server's foot cannot touch the baseline and players' feet cannot be on or out of boundary lines.
14. A foot fault is a violation when the server steps on or over the end line at the moment the ball is contacted or when a player steps into the opponent's court without remaining in contact with or directly above the centerline.
15. An illegal hit occurs when the ball visibly comes to rest momentarily on any part of the body above and including the waist.
16. A touch on a blocked ball is not considered a first hit; the team is still allowed three hits. A player in the act of blocking may reach over the net only after the ball has been spiked. Otherwise, it is a violation and results in a point or side-out. A spiked ball is a legally played ball (other than a serve) which is hit forcibly from a height greater than the top of the net.
17. Back row players may not participate in blocking, nor may they hit the ball at a level above the top of the net to the opposing court while behind the attack line. This is a back row attack.
18. If the server throws the ball into the air and lets it hit the ground or catches it in a non-serving motion, the ball is dead and a re-serve is called.