

Ithaca College Office of Recreational Sports Intramural Sand Volleyball Tournament Rules



**Intramural Office: Hill 102
(607) 274-3320**

**intramurals@ithaca.edu
www.ithaca.edu/sacl/recsports**

General Information

Eligibility:

1. All teams must have two forfeit bond checks on file to play in an intramural league.
2. All participants must be a current student or faculty and staff member at Ithaca College.
3. Participants can be on the roster of only one single sex team and only one co-rec team.
4. Teams may add new players to their roster up to conclusion of the regular season.
5. Players must participate in at least one regular season game to be eligible for the playoffs.
6. A maximum of three (3) club Volleyball members may participate on a roster for Pro designated teams. Teams with a Semi-Pro designation may have a maximum of two (2) club members. Teams that are found fielding more than the allowed club players will forfeit all games. **NOTE: Leagues with no Pro/Semi-Pro designation will adhere to the three (3) club player rule.**
7. Intercollegiate Volleyball players are not eligible for intramural sand volleyball participation. A team will receive a forfeit for any games where intercollegiate volleyball members are used. Any player listed on the current varsity/junior varsity roster is considered to have varsity/JV status, even if the player has quit or left the team for any reason during the season. The Office of Intramurals reserves the right to check varsity and junior varsity rosters for status.

**** All players are required to present a valid Ithaca College ID Prior to every intramural contest. Those who fail to show their ID will not be allowed to participate. ****

Forfeits & Forfeit Bonds:

A team who does not field enough players within five minutes after a scheduled game time will receive a forfeit. If a team forfeits, it will lose its forfeit bond. After the 1st forfeit a team will be e-mailed that their first bond has been deposited, and the next forfeit will result in removal from the league. A 2nd forfeit will result in the second bond deposited and the team being dropped from the league. If a team knows ahead of time they will not be able to field a team for a scheduled game, they may notify the Intramural Office 24 hours before the game if it's on a weekday, and by 5:00pm on Friday for a weekend & Monday game. By notifying the office, the game will be cancelled and the team will receive a default loss instead of a forfeit. Defaulted games will NOT be rescheduled.

Scheduling and Results:

- Due to facility and time constraints for this tournament, the rescheduling of games cannot happen.
- The format of this tournament will be double elimination. Teams will be scheduled for two games.
- Any team which does not forfeit a 2nd time during the tournament will continue playing.
- Teams should plan to arrive 10-15 minutes before their scheduled start time, as games will begin as scheduled.
- Game results will be posted on the bulletin board outside the intramural office (Hill Center 102) and also on the recreational sports website: <http://www.ithaca.edu/sacl/recsports/intramurals/offerings.php>
- In an event of a cancellation, team managers will be contacted. You can also call Hill Center 102 (4-3320) or Hill Center 70 (4-1063) to ask about the status of the game. For outdoor activities, rainouts may occur, however assume your game will be played unless contacted by the office.

Player Conduct

All players are expected to remain under control during an intramural event and are expected to treat all other players, officials, and intramural staff with respect. At any time an official or activity supervisor may eject a player for any reason they deem reasonable. If a player is ejected he/she must leave the premises immediately and will be ineligible to play the following game. The player must meet with the Recreational Sports Program Coordinator before they are eligible to play again. Two ejections will result in a player being disqualified from the league.

**** No Smoking or Alcohol Consumption is allowed at an intramural event. ****

Game Location

All games will be played on the sand volleyball court behind Emerson Residence Hall.

Rules and Regulations

All further rules not mentioned here will be as governed by National Intramural-Recreational Sports Association

The Game and Results

- A team shall consist of four players on the court.
 - A team must have at least two players to start a game. If at any time a team has less than two available players, the game will be stopped and the opposing team declared the winners.
- A match will be played in a best of three format
 - The first two games will be played to twenty-five points
 - The third game (if necessary) will be played to eighteen points.
 - All games use "rally scoring," where a point is awarded on every service or side out.
Note: Teams do not have to win by two. The first team to reach 25 or 18 is the winner.
- There are no time outs.
- Teams will switch sides after each game and after one team reaches 9 points during the 3rd game.

Equipment and Players

- Players cannot wear any jewelry or anything considered dangerous by an official.
 - **Exception:** Players are allowed to wear a soft-billed cap or visor.
- Casts or braces made of a hard substance cannot be worn.
- Players are not permitted to wear shoes.

Boundaries

- The ball is considered out of bounds when hits any surface or object outside of the court
- A player is allowed to:
 - Leave the court while the ball is in play.
 - Play the ball while standing out of bounds.
 - Cross over the extension of the centerline.
- Players may not play the ball while over the extension of the centerline.

Player Rotations and Substitutions

- As the game begins players will take positions on the court with two front row players and two back row players.
- This will set a rotation that must be followed for the entirety of that game.
- All players will rotate in a clockwise direction after every side-out.
- Note: Co-Rec teams do not have to alternate positions by sex.
- Teams have two choices of substitution patterns:
 - **Person for Person:** *Substitutes replace a single person and take that spot in the rotation. Players taken out of the lineup may reenter however only for the person who replaced them.*
 - **Entire Team Rotation:** *Substitutes are included in the rotation; players enter and leave the game upon every rotation.*
 - Note: A team must use the same substitution pattern for an entire game.

Serving

- The server will always be the right back player in the rotation.
- Servers may serve from anywhere behind serving line.
 - Part of the server's body may be in the air over the serve line as long as the server:
 - Began behind the line
 - Does not make in the court of play before serving the ball
- A serve may be underhand or overhand
- A server does not have to hit his/her original toss. The server may let the ball drop to the ground and then attempt the toss again.
- A server may hit the net as long as it crosses over the net and lands in play.
- A serve that hits the net is playable

Miscellaneous Rules

- **At the Time of a Serve:**

- Front row players must be completely in front of the respective back line player
- Players on the left side of the court must be completely to the left of the players on the right side of the court, and vice versa.
- **Serving Out of Turn:**
 - An out of turn serve may be called by an official or challenged by the opponents manager
 - If officials verify an out of turn serve all points made on the service will be cancelled and a side-out will be declared.
 - If a side-out has already occurred before an out of turn serve is discovered there shall be no loss of points.
 - When found serving out of turn a team must return to their proper rotation immediately.
- **Screening:**
 - At the moment of the service, it is illegal mask a server's action in the following ways:
 - Players raising their arms to hide the serve
 - Players jumping or running in front of the server
 - Teams forming a group of two or more people to block the view of the server
- **Blocking:**
 - Only front line players may participate in a block.
 - After a block at team has the right to make three more contacts.
- **Net Serve:**
 - A ball hit into the net may be kept in play provided no player touches the net.
- **Center Line:**
 - Players may cross over the center line as long as the player does not do the following:
 - Touch the net
 - Touch another player
 - Distract the opposing team
 - Become involved in the play
- **Play-Over:**
 - Occurs for the following reasons. No point is awarded and the same player reserves the ball.
 - Inadvertent whistle or officials mistake
 - Foreign object entering the court
 - Ball Simultaneously held above the net
 - Injured player
 - Double fouls
- **Illegal Hits:**
 - Players are not allowed to do the following:
 - Block a serve
 - Make contact with the ball below the waist (regardless of intent).
- **Carrying:**
 - If the ball visibly comes to rest upon contact with a player, a foul shall be called. Players are not permitted to scoop, hold, or lift the ball.

Co-Rec Modifications

- Each team shall consist of four players – 2 males and 2 females.
- A team may start a game with as few as two players.
- At no time can the number of one sex exceed the number of the other by more than one.
 - Example: 2 men and 1 women – legal vs. 3 men and 1 woman – illegal