

4v4 SAND VOLLEYBALL RULES

THE GAMES WILL BE PLAYED ACCORDING TO THE USA BEACH VOLLEYBALL DOMESTIC COMPETITION REGULATIONS WITH THE FOLLOWING FIU CLARIFICATIONS AND EXCEPTIONS:

GENERAL INFORMATION

1. All participants must meet the eligibility requirements listed in the Intramural Sports Policies and Procedures handbook. **Each player must be an active FIU student or FIU Wellness and Recreation Faculty/Staff Member with an active Gold Membership.**
2. Participants must have their Panther ID at every game.
3. All intramural participants must personally sign the Waiver Release and are responsible for their own medical expenses.
4. Any games in which an ineligible player signs in will be considered a forfeit.
5. Teams are responsible for keeping their players and spectators under control. Misconduct of players, coaches, managers, or spectators may result in penalty, ejection, or forfeiture of the game. Spectators must also remain within the area designated by the Intramural Sports staff.
6. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
7. Officials and Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.

Rule 1. Court and Equipment

Section 1. Location

ART. 1 ... The playing area includes the playing court and the free zone.

ART. 2 ... All matches will be played at the WRC Sand Volleyball Court.

Section 2. Lines on the Court

ART. 1 ... Two sidelines and two end lines mark the playing court. Both side and end line are placed inside the dimensions of the playing court.

ART. 2 ... There is NO centerline.

ART. 3 ... SERVICE ZONE: The service zone is the area behind the end line and between the extensions of the two sidelines. In depth, the service zone extends to the end of the free zone.

Section 3. Net and Posts

ART. 1 ... Net and Posts: The net and posts are affixed at a height and distance determined by the FIU facilities staff.

Section 4. Ball

ART. 1 ...The Ball: Game balls shall be provided by FIU IM Sports. However, teams may supply their own balls provided they have characteristics similar to those provided by FIU IM Sports and both teams agree to their use.

Rule 2. Teams

Section 1. Composition and Registration

ART. 1 ... A team is composed of four players (Open divisions have no gender restrictions).

ART. 2 ... All participants must be listed on the Official Team Roster on Fusion Play prior to their participation in any Intramural Sports activity.

Section 2. Players and Substitutions

ART. 1 ... No more than 4 players per team may be on the court at one time.

ART. 2 ... Unlimited substitutions during dead ball periods are allowed, as long as, one player does not occupy more than one position in the service order during a single set.

Rule 3. – Scoring

Section 1. Scoring

ART. 1 ... Points: A team scores a point:

- by successfully grounding the ball on the opponent's court;
- when the opponent team commits a fault;
- when the opponent team receives a penalty.

ART. 2 ... Fault: A team commits a fault by making a playing action contrary to the rules (or by violating them in some other way).

ART. 3 ... Rally and completed rally: A rally is the sequence of playing actions from the moment of the service hit by the server until the ball is out of play. A completed rally is the sequence of playing actions which results in the award of a point. If the serving team wins a rally, it scores a point and continues to serve. If the receiving team wins a rally, it scores a point and it must serve next.

ART. 4 ... TO WIN A SET: A set (except the deciding 3rd set) is won by the team which first scores 15 points with a minimum lead of two points. In the case of a 14-14 tie, play is continued until a two-point lead is achieved (16-14; 19-17; etc). The first two sets are capped at 20 points.

ART. 5 ... TO WIN A MATCH: The match is won by the team that wins two sets. In the case of a 1-1 tie, the deciding set (the 3rd) is played to 11 points with a minimum lead of 2 points. The third set is capped at 15 points.

Rule 4. Forfeits

Section 1. Forfeits

ART. 1 ... If, at game time, one team does not have enough players, but their opponents do, then the team ready with the minimum number of players will win by forfeit with a score of 2-0.

ART. 2 ... Time Limit: Once the ball is contacted for service on the first serve of the match, the match clock starts. The time limit shall be 50 minutes.

ART. 3 ... Once the time limit is reached, the set-in progress is immediately ended. If the set is tied, an additional point shall be played, and the winner shall be deemed the winner of the set. If the match is tied at 1-1, an additional point shall be played to determine the winner of the third set.

Rule 5. Service Order

Section 1. Service Order

ART. 1 ... Service order must be maintained throughout the set (as determined by the team captain immediately following the toss). When the receiving team has gained the right to serve, its players “rotate” one position.

ART. 2 ... Service Order Fault: A service order fault is committed when the service is not made according to the service order. The team is sanctioned with a point and service to the opponent.

Rule 6. States of Play

Section 1. States of Play

ART. 1 ... Ball in play: The ball is in play from the service hit.

ART. 2 ... Ball out of play: The ball is out of play from the moment a fault is committed.

ART. 3 ... BALL “IN”: The ball is “in” when it touches the surface of the playing court, including the boundary lines.

ART. 4 ... BALL “OUT”: The ball is “out” when it:

- falls on the ground completely outside the boundary lines (without touching them)
- touches an object outside the court, the ceiling or a non-player out of play
- touches the ropes or the posts outside the side bands
- crosses completely the vertical plane of the net, totally or even partly outside the crossing space during service or the third hit of the team.

Rule 7. Contacting the Ball

Section 1. Types of Contact

ART. 1 ... Team Hits: A hit is any contact with the ball by a player in play. Each team is entitled to a maximum of three hits for returning the ball over the net. If more are used, the team commits the fault of “FOUR HITS”. These team hits include not only intentional hits by the player, but also unintentional contacts with the ball.

ART. 2 ... Consecutive Contacts: A player may not hit the ball two times consecutively (exceptions, see Rules: 9.2.3, 14.2 and 14.4.2).

ART. 3 ... Simultaneous Contacts: Two players may touch the ball at the same moment. When two teammates touch the ball simultaneously, it is counted as two hits (with the exception of

blocking). If they reach for the ball but only one of them touches it, one hit is counted. If players collide, no fault is committed.

ART. 4 ... When two opponents touch the ball simultaneously over the net and the ball remains in play, the team receiving the ball is entitled to another three hits. If such a ball goes “out”, it is the fault of the team on the opposite side. If simultaneous hits by two opponents over the net lead to an extended contact with the ball, play continues.

ART. 5 ... Assisted Play: Within the playing area, a player is not permitted to take support from a teammate or any structure/object in order to reach the ball. However, a player who is about to commit a fault (touch the net or interfere with an opponent, etc.) may be stopped or held back by a teammate.

ART. 6 ... The ball may touch any part of the body.

ART. 7 ... The ball must not be caught or thrown. It can rebound in any direction.

RULE 8 – Ball at the Net

Section 1. Ball Crossing the Net

ART. 1 ... Ball Crossing the Net: The ball sent to the opponent’s court must go over the net within the crossing space. The crossing space is the part of the vertical plane of the net limited as follows:

- below, by the top of the net
- at the sides, by the antennae and their imaginary extension
- above, by a ceiling or structure (if any).
- The ball that has crossed the vertical plane of the net to the opponent’s free zone totally or partly outside of the crossing space, may be played back within the team hits provided that: The ball when played back crosses the vertical plane of the net again outside, or partly outside, the crossing space on the same side of the court. The opposing team may not prevent such action.

ART. 2 ... The ball is “out” when it crosses completely the lower space under the net. A player, however, may enter the opponents’ court in order to play the ball before it crosses completely the lower space or passes outside the crossing space.

Section 2. Ball Touching the Net

ART. 1 ... While crossing the net, the ball may touch it.

ART. 2 ... Ball in the Net: A ball driven into the net may be recovered within the limits of the three team hits. If the ball rips the mesh of the net or tears it down, the rally is cancelled and replayed.

Section 3. Contact with the Net

ART. 1 ... Contact with the net by a player is not a fault, unless it interferes with the play. Players may touch the post, ropes, or any other object outside the antennae, including the net itself, provided that it does not interfere with the play. When the ball is driven into the net and causes it to touch an opponent, no fault is committed.

Rule 9. Service

Section 1. The Serve

ART. 1 ... The service is the act of putting the ball into play by the correct serving player placed in the service zone.

ART. 2 ... The first service of a set is executed by the team determined by the coin toss

ART. 3 ... After the first service in a set, the player to serve is determined as follows:

- when the serving team wins the rally, the player who served before, serves again.
- when the receiving team wins the rally, it gains the right to serve and a player who did not serve last time will serve.
- The service is authorized when the correct server has the ball behind the end line and both teams are ready to play.

ART. 4 ... Service: The server may move freely within the service zone. 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) nor the ground outside the zone. His/her foot may not go under the line. After his/her hit, the server may step or land outside the zone, or inside the court.

- If the line moves because of the sand pushed by the server, it is not considered a fault.
- The server must hit the ball within 5 seconds after the teams are ready for service.
- A service executed before the teams are ready is cancelled and repeated.
- The ball may be hit using any part of the body in a single contact, after being tossed or released and before it touches the playing surface.

ART. 5 ... If the ball, after having been tossed or released by the server, lands without being touched or caught by the server, it is considered as a service. No further service attempt will be permitted.

Section 2. Service Faults

ART. 1 ... Serving faults. The following faults lead to a change of service.

- The server:
 - Violates the service order
 - Does not execute the service properly.
 - Faults after the service hit. After the ball has been correctly hit, the service becomes a fault if the ball
 - touches a player of the serving team or fails to cross the vertical plane of the net completely through the crossing space.
 - goes “out”.
 - passes over a screen.

Rule 10. Attack Hits

Section 1. Attack Hit

ART. 1 ... All actions which direct the ball towards the opponent after jumping, apart from service and block, are considered as attack-hits.

ART. 2 ... An attack-hit is completed the moment the ball completely crosses the vertical plane of the net or is touched by an opponent.

ART. 3 ... Any player may carry out an attack-hit at any height, provided that his/her contact with the ball has been made within the player's own playing space

Section 2. Attack Faults

ART. 1 ... A player hits the ball within the playing space of the opposing team.

ART. 2 ... A player hits the ball "out."

ART. 3 ... A player completes an attack-hit using an open-handed finger action or if using finger tips that are not rigid and together.

ART. 4 ... A player completes an attack hit on the opponent's service, when the ball is entirely higher than the top of the net.

ART. 5 ... A player completes an attack-hit using an over-hand pass which has a trajectory not perpendicular to the line of the shoulders. The exception is when the player is attempting to set to his or her team-mate.

Rule 11 – Block

Section 1. Blocking

ART. 1 ... Blocking is the action of players close to the net to intercept the ball coming from the opponent by reaching higher than the top of the net, regardless of the height of the ball contact. At the moment of the contact with the ball, a part of the body must be higher than the top of the net.

ART. 2 ... Block Attempt. A block attempt is the action of blocking without touching the ball.

ART. 3 ... Completed Block. A block is completed whenever the ball is touched by a blocker.

ART. 4 ... Collective Block. A collective block is executed by two players close to each other, and is completed when one of them touches the ball.

ART. 5... Block and Team Hits: A blocking contact is counted as a team hit. The blocking team will have only two more hits after a blocking contact.

ART. 6 ... The first hit after the block may be executed by any player, including the one who has touched the ball during the block.

ART. 7 ... Blocking the Service: To block an opponent's service is forbidden.

ART. 8 ... Blocking Faults: The blocker touches the ball in the OPPONENT'S space either before or simultaneously with the opponent's attack hit.

- Blocking the ball in the opponent's space from outside the antenna.
- A player blocks the opponent's service.
- The ball is sent "out" off the block.