

(3 v 3) Sand Volleyball

All players must be registered on the team's roster prior to being eligible to participate in any games.

All players and staff are required to be vaccinated or have a university-sanctioned exemption and may be required to show their proof using the Shenandoah Go App.

New for fall 2021: Team registration is free, however, if a team forfeits a game they will be required to pay a forfeit fee in order to remain in the league. For Sand Volleyball, because teams may play on back-to-back nights, a team that forfeits will have 2-business days to make a payment for their forfeit at Hornet Central. The payment form will be emailed to the captain following the forfeit.

1st team forfeit = \$10 to remain in the league

2nd team forfeit = \$15 to remain in the league

3rd team forfeit = Team removed from the league

*if a team has multiple games in one night and forfeits more than one, only one forfeit fee will be charged to remain in the league.

Rule Highlights for 3 v 3 Sand Volleyball:

- Games are played 3 v 3 - **must have 2 players to start and finish a match**
- Blocks do not count as one of the three permissible hits
- Any part of the body is considered a legal hit
- Point Penalties for being late:
 - 1 - 2 minutes late = 3 points
 - 3 - 4 minutes late = 6 points
 - 5 - minutes late = **8 points and the game is over and the score will be recorded as 8-0**

Official Game: A volleyball match consists of the best of three games. Rally scoring rules will be used. Play to 25 points, and win by two, cap at 27, if a third game is played, it will be played to 15, with a cap of 17. Teams consist of three players in the sand. Games may start with as few as two players.

Forfeit/Default: Teams must have two players present to avoid default/forfeit. If a team does not have the required minimum number of players present at game time, the following penalties will be enforced: 1-2 minutes late = 3 points; 3-4 minutes late = 6 points; 5-minutes late = 8 points and game is over. The game will begin at game time if at least 2-players are present, otherwise scoring penalties are enforced. See Forfeits/Defaults on page 14 of Participant Guide.

Boundary Lines/Attack Lines: Boundary lines are considered in play.

Net: A side-out or point will be ruled against any player who touches the net with any part of his/her body. (The only exception is if the ball is driven into the net hard enough to make the net touch a player.) If you go under the net, a point or side-out will be ruled. A player may not reach over the net except for a follow-through swing and blocking a ball as long as the opposing player touches it first. A player may not reach over the setter.

Hits: Each team gets three hits. The ball must go over on the third hit. **Blocks do not count as a hit.** Any part of the body is considered a legal hit.

Serves: All serves must be from behind the backline. The server must wait for the official to signal before serving. Players must rotate in a clockwise direction, and serve in the same order for the entire rotation. **Players may not attack or block a serve.** Let serves or “net serves” – serves that hit the top of the net and going over – are allowed.

Replays: Replays are at the discretion of the head official.

Substitutions: Substitutions may be used by rotating players in a clockwise rotation, remaining in the same service order throughout the duration of the game.

- **No player-for-player substitutions will be permitted**

Player Conduct: Any player that is ejected must leave the facility immediately. If a player chooses to return to the game site the same day, he/she will be trespassing, and the proper authorities will be contacted. All ejected participants must schedule a meeting with the Director for Campus Recreation & Wellness prior to becoming eligible for participation. Any participant missing a scheduled meeting will receive an additional game suspension.