

# (3 v 3) Sand Volleyball

All players must be registered on the team's roster on [imleagues.com](http://imleagues.com) prior to being eligible to participate in any games.

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**Registration:** 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 = \$15 to remain in the league

2nd team forfeit = \$25 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.

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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 with the exception of a “kicking motion” with the foot. The foot must be planted and stationery to be 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**
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**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 the game is over.

The game will begin at game time if at least 2-players are present, otherwise scoring penalties are enforced.

**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 and in the referee's judgment interfere with the opponent's opportunity to make a clean play on the ball, it will result in a side-out. If no interference occurs and no contact with the net takes place, play will continue without penalty. 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.

**Carries:** One of the common forms of violation is a carry, also known as a lift or catch. Carrying occurs whenever a ball does not rebound from a player hitting it from their arms or hands but rather is caught or thrown with extended contact, often with the palms facing upwards.

**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 go 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.