All players need to have signed up on imleagues.com and have signed a waiver form BEFORE they may participate in their first game. All players must present their PantherID prior to each game. No one will be permitted to play without their PantherID. No Exceptions!

Intramural Volleyball rules, with certain modifications and variations, are used as a guideline for Sand Volleyball rules. University Recreation Staff will have the final say on any rules interpretation and their application. Spectators must remain in the designated seating area. Misconduct of spectators, players or coaches can result in an ejection or forfeiture of the game.

1. NUMBER OF PLAYERS

1.1. Teams consist of 4 players, but may start and/or play with 2 players. All players must be checked in with the Intramural staff before they are allowed to participate.

1.2. The game will end if a team has to drop to less than 2 players due to injury or ejection.

2. LENGTH OF GAME

2.1. All matches will consist of the best 2 out of 3 games. The match will be no longer than 45 minutes. If neither team has won 2 games within the 45 minute time period, the winner will be the team with at least 1 win and the most points in the current game at the end of the time limit. [Note: If time limit is reached during game 2 and the winner of game 1 is behind, game 2 is declared over, with a 1-1 match score. Proceed to game 3 with next team to score being declared the winner.]

2.2. A coin toss or a game of "rock, paper, scissors" at the beginning of the match will determine the choice of court or service. The team which does not serve first in game 1 will serve first in the game 2. Teams must switch sides between the first 2 games. A coin toss or a game of rock paper scissors will be conducted for the choice or court or service if there is a third game.

2.3. All games will be rally scoring: Rally scoring means a point is scored on each serve, no matter whether the team who won the point served the ball or not.

2.4. Each of the 3 games will be won by the first team to score 21 points. A 2 point advantage is not required. There is a 21-point cap in all 3 games. If both teams are tied, in game 3, at the end of the 45 minute time limit, the next team to score will be declared the winner.

4. EQUIPMENT

4.1. NO jewelry allowed. The only exception is a medical alert bracelet that must be taped down.

4.2. Casts and/or any other item deemed to be dangerous by the official or supervisor may not be worn during the game.
4.3. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with a least 2” of slow recovery rubber or similar material will be allowed.

4.4. Campus Recreation provides game balls only. Teams must bring their own for warm-up. Team balls may also be used for games if both teams agree on usage.

5. SUBSTITUTES

5.1. Teams may make substitutions only when they have the serve, and may only substitute in the server’s position. Teams are allowed to make as many substitutions as they like.

6. SPECIAL INTRAMURAL MODIFICATIONS

6.1. During the game, if a player steps under the net on to your opponent’s court there is no penalty unless that player interferes with the volley.

6.2. Let Serve: this rule means that during the serve if the ball hits the net and goes over to your opponent’s court, the serve is still in play, i.e. legal.

6.3. **All matches will be self-officiated.** UREC Staff will only make judgments regarding interpretations of the rules, not on specific calls (e.g. “in” or “out” calls). If teams cannot come to a resolution regarding a call, replay the point.