All players need to have signed up on the team roster on Fusion IM and signed the online waiver form BEFORE they may participate in their first game. All players must also present their physical 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.
   1.3 CoRec Modifications
      a. One member of each gender is required to begin a CoRec game, and each gender must be represented on the court at all times.
      b. Legal gender combinations include, 1 female and 1 male, 2 females and 1 male, 2 males and 1 female, or 2 females and 2 males.
         i. Teams should never have 3 members of a single gender on the court.
         ii. If a team has only 1 member of a single gender but 3+ of the other gender, the team must play down and sub in any extra players as the game permits.
      c. Teams will still be held to a roster maximum of 8 players

2. LENGTH OF GAME
   2.1. All matches are set for a 45-minute time limit. The match is won by winning 2 of 3 games to 25 points with a cap of 30 points. Each game must be won by at least 2 points. However, the game will end with the first team reaching 30 points (do not need to win by 2 points). If a decided third game is necessary, the game will be played to 11.
   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 of the court between the first 2 games.
   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.

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. University 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 corner. Teams are allowed to make as many substitutions as they like.

6. FOULS

6.1 Carried (or lifted) balls:
   a. The ball must be struck; it cannot visibly come to rest while being played.

6.2. Double hits (or multiple contacts) are permitted only as long as:
   a. Contacts occur during one attempt to contact the ball.
   b. There is no finger action (as in a set) on the ball.
   c. You are receiving a hard driven ball

6.3. Net Fouls
   a. A player may NOT touch the net while the ball is in play.

6.4. Double Fouls
   a. Simultaneous fouls by the opposing teams will result in a replay of the point.

7. SPECIAL SAND VOLLEYBALL MODIFICATIONS

7.1. 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.

7.3. **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.

8. FORFEITS

9.1. Teams must have at least 2 representatives at all their games in the tournament. If your team will not be attending the tournament, you must contact the Intramural Sports and Sport Clubs Coordinator by 9:00am on September 16th, 2017. Teams who contact the IM/SC Coordinator after 9:00am on the 17th will be subject to a $15 drop fee, and teams who do not contact the IM/SC Coordinator and do not attend the tournament will be subject to a $30 forfeit fee.

10. SPORTSMANSHIP

10.1. Sportsmanship is an important part of any intramural contest. Teams, players and spectators who engage in negative sportsmanship may be disqualified from current and future contests and
playoffs, as well as other UREC and Intramural activities. Please see the Sportsmanship Policies for more in depth coverage on expectations and repercussions.

For rule clarification and other questions, please review all policies on the Intramural Sports webpage and/or contact:

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