Team Requirements

- Games will be played 4 on 4.
  - Minimum of 3
- Up to 8 players can be checked in per game.
- All players must show their KSU ID to the Intramural Sports Staff to sign-in for each game. Players without their KSU ID will not be permitted to play.
- If one or both teams do not have the minimum number of players ready to play, the grace period will begin at game time, please see the grace period table in the IM Handbook.
  - If a team does not have the minimum number of players at the end of the grace period, that team will forfeit the match. If neither team has the minimum number of players, the game will be ruled a double forfeit.
- If a team knows that they will not be able to field a team for their upcoming match, they must complete the default form at www.ksuimsports.com by noon on the day of their game to report a default. The team will still be given a loss, but will not lose their forfeit deposit. A team can only default once per season.
  - 1 forfeit or 2 defaults in a season result in loss of forfeit deposit and removal from league
  - Following a forfeit, teams must call the Intramural Sports Office by 12:00pm the next day to remain in league
- Intramural Sports Participant must complete the Spectator Request form by 5pm to receive a Spectator Pass for their Guest at the Sports and Rec Park

Player Equipment and Behavior

Player Equipment
- All players must wear appropriate athletic uniform consisting of athletic shorts or pants, sweatpants or jogging pants, a t-shirt or tank top, at all times during game play
- Players may not wear shoes while playing on the Sand Volleyball Courts
  - Players are allowed to wear socks
- All jewelry must be removed.
  - Medical alert jewelry is the only jewelry allowed and it must be taped down
  - If jewelry is seen by a staff member, it must be removed. It cannot be taped over.
- Players are encouraged to wear the same color.
- Intramural Sports staff reserve the right to not allow an injured player to play or continue playing in a match
  - A player who is in obvious pain or discomfort by performing basic sport-specific skills will not be allowed to continue

Player Behavior
- Unsportsmanlike conduct will not be tolerated. The following behaviors will result in a technical foul:
  - Refusal to comply with or abide by a request or decision of an official
  - Intentionally kicking, spiking, or throwing the ball aside from game play
  - Attempting to influence the decision of an official
  - Disrespectfully addressing an official or an opponent
  - Playing or attempting to play without signing in with their KSU ID
Any act deemed by an official to be unsportsmanlike

- Officials should not be pursued off the court to discuss game issues. Harassment of an official or Intramural Staff member will result in suspension from play.
- If a team accumulates 3 unsportsmanlike penalties in a game, they will forfeit the contest
- The team captain is responsible for the conduct of his/her spectators. A team can be penalized for the actions of their spectators, including influencing the sportsmanship rating for the game.

**Game Length and Timing**

**Play Periods**
- Games will be best 2 out of 3 matches.
  - The first two games are non-deciding games; the third game if necessary is the deciding game
- There is no time limit to the game

**Overtime**
- There is no overtime

**Timeouts**
- There are no timeouts

**Mercy Rule**
- There is no mercy rule

**Facility Specifications**

- Games shall be played on the Sand Volleyball courts at the Perch
- The court size shall be 30 feet by 60 feet
- The net height shall be 7 feet 8 inches

**Rules of Play**

**Scoring**
- A non-deciding game (games 1 and 2) is won when a team reaches 25 points and has at least a two-point advantage over its opponents, or is the first team to reach 30 points.
- All games of a match will be played under "rally scoring", awarding a point on each service.
  - When the receiving team commits a fault, the serving team scores a point.
  - When the serving team commits a fault, the receiving team scores a point.
- The deciding game will be played to 15 points with a 2 point advantage, or the first team to 21 points.
- TO WIN A RALLY: Whenever a team fails to serve or return the ball, or commits any other fault, the opposing team wins the rally. If the serving team wins a rally, it scores a point and continues to serve. If the receiving team wins a rally, it gains the right to serve and the point.
- The lines on the court are inbounds.
- The posts are out of play and serve as antennas.

**Playing and Hitting the Ball**
- The service zone is behind the end line and between the extensions of the sidelines. It extends to two steps beyond the edge of the sand area. Players may serve the ball from any point in the service zone.
- Each team may only hit the ball up to 3 times before it must cross the net. No player may hit the ball two or more times in a row.
- A block does not count as a hit.
Let serves count.

- Finger contact is acceptable to set the ball over the net provided: the ball direction is in the 6 or 12 o'clock relation (forward or backwards set) to the body of the player. Strong wind affecting the course of a ball properly set is not a fault.
- The ball may be hit with any part of the body. The ball must not be kicked in an uncontrolled manner.

**Substitutions**

- Substitutions may be made by rotating in at the serve, the player coming in to play must do so at a time when they will be the server

**Officiating**

- All games will be officiated by the teams. The Intramural Employee will not make judgment calls during the game.

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**CoRec Modifications**

**Teams**

- A team can have no more than 2 of any one gender on the court at once and no less than 1 of any one gender.
- Co-Rec teams must start and finish with a minimum of one male and one female. If the ball is hit by more than one person on any team a female has to be one of the hitters. Males and females must also alternate in their line-up. (No more than 2 males or 2 females may be on the court at a time.)

**Scoring**

- Scoring will be the same for both males and females