



INTRAMURAL SPORTS RULES

4-on-4 Sand Volleyball

Last updated: 8/24/18

INTRAMURAL POLICIES AND PROCEDURES

ELIGIBILITY:

All Campus (AC): Any combination of ND students, faculty and staff or groups/departments may form a team. Living unit or departmental restrictions do not apply. CoRec (CR): Notre Dame undergraduate students, graduate students, faculty, and staff are eligible for participation. Interhall (IH): Full-time Notre Dame undergraduate students are permitted to participate for the hall in which he/she resides, with rector-signed approval. To play in all Intramural sports, participants must show a valid, government-issued photo ID. This includes a Notre Dame ID, state issued driver's license, U.S. and foreign government-issued passports, and/or U.S. military ID. The photo must be visible and discernible by the Intramural employee checking IDs. This helps to ensure player eligibility in accordance with the IMLeagues roster. Varsity athletes must wait one calendar year before becoming eligible to compete in the intramural sport they competed in at the varsity level or any sport equivalent to that sport. Club athletes: Teams are limited to 1 club player (exception: Interhall Competition).

LOCATION:

All games will be played at Ricci Family Field Sand Volleyball Courts

FORFEITS/RESCHEDULES:

Game time is forfeit time! If a team does not have the minimum amount of players at game time, that team will forfeit. No reschedules will be permitted in this sport. If a team cannot make a game, they may call the Intramural Coordinator (574-631-3536) before 3:00pm the day of the game and request a default. A default results in a loss, but is not considered a forfeit. Defaults and forfeits result in a 2-0 win for your opponent.

SCHEDULE:

All schedules are posted online and it is the captain's responsibility to check for updates/changes.

INCLEMENT WEATHER:

No weather-related cancellations will occur before one hour prior to the tournament. If the tournament is cancelled, the captain will be called and teams will be emailed via IMLeagues.

ROSTER ADDITIONS:

Players may be added to the roster at any point prior to the tournament. **For Interhall play, all additions must have a properly filled out Roster Addition Form that includes a rector's signature.** Roster additions must be completed on the IMLeagues website to be eligible for the tournament.

INSURANCE WAIVERS:

Waivers are located on the IMLeagues website, and are completed as part of the team registration process. All players must fill out an insurance waiver, and appear on the IMLeagues roster, before playing intramural sports. Waivers are only available on IMLeagues.

CHECK-IN:

It is the responsibility of each player to find the supervisor working and check-in with them before playing in any intramural activity. Failure to check in with the supervisor before participating in any intramural activity will result in a forfeiture of that contest, and may result in suspension from future intramural activities.

SPORTSMANSHIP:

Participants and fans must respect players and intramural staff and follow instructions given to them by the staff. Foul language, taunting, or any other unsportsmanlike behavior will not be tolerated. Any participant or fan yelling, gesturing, or any other act in a negative manner toward opposing teams, players, fans, or RecSports staff will receive a penalty. These penalties will be assessed to the fan or participants team. These penalties can include a technical foul, yellow card, unsportsmanlike conduct, or sport specific penalty. If committed by a fan, or coach, the captain of that team will be assessed the penalty. Any participant who receives a conduct penalty of this nature, must leave the field of play before entering back into the contest. Dependent on the severity, a incident report may need filed as well.

Sand Volleyball: Offending team loses point and serve

ALCOHOL, TOBACCO & DRUGS:

Notre Dame Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events on or off campus. Furthermore, RecSports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as NDSP or member of The South Bend Police Department.

PROTESTS:

Only protests based on questions of player eligibility and rule interpretation/misapplication will be accepted. No protests on judgment calls will be reviewed. The protest must be filed at the time of the incident in question. Once play begins after the next live play, it cannot be protested.

SPORT RULES

EQUIPMENT:

1. Each team is responsible for bringing their own ball.

GAME PLAY AND SCORING:

1. Matches will be best of three games
 - a. The first two games will be played to 21 points, rally scoring win by two (2) points, cap of 25.
 - b. If needed, game three will be played to 15 points, rally scoring win by one (1) point.
 - c. The server should call out the serve prior to every serve.
2. Rock-Paper-Scissors to begin play

- a. Winner gets choice of side, serve, or receive to start the match.
- b. The team that did not serve first the first set will serve to start the second set. If a third set is needed, captains will have another RPS to determine side, serve, and receive.
- c. Switch sides after the first game

PLAYERS:

1. Teams will consist of four players.
2. A minimum of three players to begin a game.

GENERAL PLAYING RULES:

1. The serve:
 - a. Service area is anywhere behind the baseline and within the sidelines.
 - b. Overhand and underhand serves are allowed.
 - c. Blocking and spiking the serve are illegal.
 - d. A serve that contacts the net and continues over is a legal serve.
2. Free substitution is allowed, but the player must stay in for one complete team rotation.
3. Teams will rotate one position clockwise when they earn the serve.
4. Players may not touch the net with any part of the body. A spiker may follow through over the net but not touch it.
 - a. A player contacting the net with anything other than their hair has committed a violation.
 - b. A player who unintentionally interferes with an opponent by having a body part under the net and on their opponents' side of the net has committed a violation.
5. The ball may be hit with any part of the body, but the ball may not rest on any part of the body.
6. In the defensive action of a hard driven ball, the ball contact can be extended momentarily overhand with the fingers.
7. A player can reach over the net to block, as long as it does not interfere with an opponent's opportunity to play the ball, following their 3 given touches.