Intramural Sand Volleyball Rules

Any rule not specifically covered will be governed in accordance with the USA Volleyball Rules. Modifications have been made to suit Ohio State Recreational Sports programs.

Rule 1: Eligibility
A participant may be an Ohio State student taking a minimum of four credit hours. The Department of Recreational Sports defines a student as any individual who is currently enrolled at The Ohio State University and is registered with the University Registrar. Students taking four or more credit hours automatically pay the Recreational Sports student fee and therefore, do not need to purchase a membership.

The following people are eligible to participate after purchasing the appropriate Recreational Sports membership through the RPAC Welcome Center for the semester in which they intend to participate.

A participant may be:
- an Ohio State student taking less than four credit hours
- the spouse of a student or a faculty or staff member
- a faculty or staff member of The Ohio State University. The Department of Recreational Sports defines faculty and staff as all current faculty and staff, and visiting professors at The Ohio State University who are paid through the university payroll department.
- an affiliate of the department (alumni, member of the President’s Club, other recognized affiliate groups)
- a member-sponsored adult

To participate in any intramural activity, all participants must show a valid Ohio State issued photograph identification card. Acceptable identification cards are limited to BuckIDs, Ohio State Medical Center identification cards, and Recreational Sports membership cards. An Ohio State identification card must include the following information and be clearly visible to be considered valid: the individual’s name, photograph, and identification number. Identification cards that do not have one or more of these requirements will not be accepted and the individual will not be allowed to play.

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc) is a violation of the Ohio State University Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member in order to regain possession of their identification card.
**Professional Athlete Rule**
Any individual who has been paid to participate in volleyball or sand volleyball, is under contract with a professional team, is included on a professional team roster, has practiced with a professional team and/or has been compensated for trying out for a team is NOT eligible to participate in intramural sand volleyball.

**Sport Club Rule**
No more than two members of the club volleyball team may participate on an intramural sand volleyball team. Sport club members must participate in the highest level offered in each league. A sport club member is defined as an individual who has practiced or played in a contest for a registered sport club during the academic year.

**Rule 2: Levels of Play**

**Co-Rec (CO)**
Play once per week. You may play with a maximum of either two females or two males at one time. Teams with positive point total and 3.0 sportsmanship rating will make the playoffs. You may only play on ONE co-rec team per sport.

**Men’s (MA)**
Play once per week. Teams with positive point total and 3.0 sportsmanship rating will make the playoffs. Women who wish to play on Men’s teams need to get permission from the intramural sports coordinator or they will not be allowed to sign in for that team. You may only play on ONE men’s team per sport.

**Women’s (WO)**
Play once per week. Teams with positive point total and 3.0 sportsmanship rating will make the playoffs. You may only play on ONE women’s team per sport.

**Rule 3: Equipment**
- Jewelry is not allowed. Medical or religious medallions must be removed, taped or sewn under the uniform.
- A head sweatband is permitted; however, hats, bandanas and "do-rags" are not permitted.
- Rubber, cloth or elastic bands may be used to control hair. Hard items such as beads, barrettes and bobby pins are not permitted.
- A guard, cast or brace made of hard and unyielding leather, plaster, pliable plastic, metal or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm or elbow.
- Knee and ankle braces that are unaltered from the manufacturer’s original design/production and do not require additional padding shall be permitted.
- Knee and ankle braces that are altered from the manufacturer’s original design/production shall be permitted as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least 1/2-inch foam rubber (or 1/4 inch closed cell, slow recovery foam rubber).
Rule 4: Team Captain Responsibilities

- Ensure their team members follow all eligibility requirements. Team captains are also advised to seek clarification on special eligibility requirements, if necessary.
- Responsible for communicating game time, location and ID policy to teammates.
- Ensure that all teammates sign a Release of Claims form located on the back of the scorecard before participating in their first game.
- Ensure teammates have a valid Ohio State ID at game time to check in.
- Represent the team and communicate with the officials. The captain is the only player permitted to discuss the game with officials.
- Ensure good sportsmanship among teammates.
- Turn in team conflict sheets reflecting any scheduling problems for the members of your team.
- Cooperate with the intramural supervisors at the game site concerning any protests, incidents or accidents that may occur as well as with the intramural sports staff the day following such occurrences.

Rule 5: Players

- A team shall consist of four players on the court. A minimum of three players is required to start a game.
  - All players must check in using a valid Ohio State issued ID.
- Substitutions:
  - Substitution of players may be made when the ball is dead, upon making the request to either referee.
  - A team is allowed an unlimited number of substitutions. On a player-for-player basis, a player starting a game may be replaced by a substitute and may re-enter the game, but in the original position in the serving order in relation to other teammates. The starter and the substitute may replace each other an unlimited number of times throughout the game.
  - A team may also choose to substitute by rotation. Players enter the game into the serving position and exit prior to their next serve.
  - Choice of procedure must be declared prior to the start of each game. Choice of substitution method may change from game to game.

Rule 6: Forfeits/Defaults

NEW Forfeit Policy:

- All late teams shall start the game with a “B” sportsmanship rating.
- Teams ready for play may choose to decline any and all points.
- Not Ready for Play at Game Time: The team ready for play shall serve first and choose side.
- Five Minutes Late: The team ready for play will be awarded a win for the first game (21- 0).
- 10 Minutes Late: Forfeit, recorded 21-0, 21-0 and the forfeiting team will receive an “F” for its sportsmanship rating.
There are three situations that will result in a forfeit:

- **Not Enough Players**: Team does not have the required number of players to participate by 10 minutes before the scheduled game time.
- **Eligibility**: One or more of the players participating is ineligible and therefore may not participate. Ineligibility may be due to the player being a roster violator, being previously ejected, ruled ineligible for sportsmanship-related issues, etc.
- **Sportsmanship**: Game is ended by staff for sportsmanship-related issues.

Any team knowing in advance that they will be unable to play a regularly scheduled contest is provided the opportunity to default the contest. This will result in the team receiving a loss and “A” sportsmanship rating for the contest. To receive a default, the captain must call the Intramural Office by 4 p.m. on the day of the contest with their request. For teams playing on Sunday, the deadline is Friday at 4 p.m. The opposing team will then be contacted by the Intramural Office to let them know they do not need to arrive for their scheduled contest.

A team is allowed one default per sport per season. Any request after the first default will be counted as a forfeit.

If a team has been granted a default and the contest is then canceled due to weather or scheduling issues, the default will be removed and the contest will be played normally if it is rescheduled.

**Rule 7: Protests**

*Rules Protest*
Questions pertaining to interpretation of rules on the part of game officials must be addressed by the intramural supervisor at the time the interpretation occurs and prior to the next live ball.

The procedure shall be:

1. If a team feels the official has made a misinterpretation of a rule, the captain shall calmly and immediately request a time out and inform the official that he or she wishes to have a ruling on the interpretation by the intramural supervisor in charge.
2. No protest that involves the judgment of the official(s) shall be upheld. The judgment of the official(s) is final. This also includes intramural staff when necessary.
3. If corrections are necessary, the intramural supervisor shall rule immediately and the team shall not be charged with a time out; however, if the official’s interpretation was correct, the team will be charged with a time out.
4. If the participant still does not agree with the decision at the game site, a Protest Form should be obtained from the intramural supervisor on site and completed. The contest will continue from this point under protest.

*Eligibility Protest*
Protests involving player eligibility must be called to the immediate attention of the intramural supervisor prior to the completion of the contest while the protested individual is present. Participants may not make eligibility protests after the completion of the contest. A Protest Form should be obtained from the Intramural Supervisor and completed.
The contest will continue from this point under protest.

**Rule 8: Play**

**Start of Game**
- A coin toss will determine who serves the first game of the match. The captains call the toss of a coin. The winner of the toss chooses service, receive or choice of side of court for the first game. The loser of the toss may choose one of the two remaining options.
- A new coin toss is performed before the third game, if necessary.

**Timing**
- Regular season matches will be played the best two out of three games.
- All three games are played to 21 points. Teams must win by two with a cap of 23.
- Each match has a 45-minute time limit. The team who is ahead during the current game will win that game. If this causes each team to have one win each, then a third game to seven will be played. The winning team is NOT required to win by two.
- After each game of the match, the teams will switch sides of the court.
- The captain may make requests for a time out when the ball is dead.
- Teams are allowed two (2) 30-second time outs per match.

**Scoring**
- All games are rally scoring.
- When a fault is committed by the receiving team, a point is awarded to the serving team.

**Mercy Rule**
Sand volleyball does not have a mercy rule.

**Playing Area**
- The playing area consists of the sand surfaces only. Only players and officials are allowed within the playing area.
- Boundary lines that are moved during play shall not cause a rally to stop. If it cannot be determined whether a ball lands “in” or “out”, the rally shall be cancelled and replayed.

**Service**
- The service zone is behind the end line and between the extensions of the sidelines. It extends in depth to the edge of the sand area. Players may serve the ball from any point in the service zone.
- Each team is allowed a maximum of three successive contacts of the ball to return the ball to the opponent’s area.
- The ball may be hit with any part of the body above the waist. Intentional kicking is not allowed.
- Players may have successive contacts of the ball during blocking and during a single attempt to make the first team hit of a ball coming from the opponents, even if the ball is blocked, provided the ball is not held or thrown.
• When the ball visibly comes to rest momentarily in the hands or arms of a player, it is considered as having been held. The ball must be hit in such a manner that it rebounds cleanly after contact with a player. Scooping, lifting, pushing or allowing the ball to roll on the body shall be considered a form of holding.
• A player is not allowed to attack the ball on the opponent’s side of the net. If the ball is hit above the attacker’s side of the net and then the follow through causes the attacker’s hand and arm to cross the net without contacting an opponent or the net, such action does not constitute a fault.
• Server may not block or attack at the net.

Net Play
• Play off the net is legal, including serves. The posts are out of play.
• A player’s lower body may break the centerline underneath the net as long as it does not interfere with play. No contact with the net is allowed.

Attacking/Blocking
• Attacking is contact made with the ball above the net that sends the ball in a downward trajectory.
• The server may not block or attack at the net.
• Any player participating in a block shall have the right to make the next contact, such contact counting as the first of the team’s three hits.
• Blocking or attacking a served ball is a fault.
• Blocking of the ball across the net above the opponent’s playing area shall be legal provided that such block is:
  - after a player has attacked the ball, or in the first referee’s judgment, has intentionally directed the ball toward the opponent’s playing area
  - after the opponents have completed their three hits
  - after the opponents have hit the ball in such a manner that the ball would, in the first referee’s judgment, clearly cross the net if not touched by a player, provided no member of the attacking team is in a position to make a legal play on the ball
  - if the ball is falling near the net and no member of the attacking team could reasonably make a play on the ball.

Faults
• A double fault occurs when players of opposing teams simultaneously commit faults. In such cases, the first referee will direct a play over.
• If faults by opponents occur at approximately the same time, the first referee shall determine which fault occurred first and shall penalize on that fault. If it cannot be determined which fault occurred first, a double fault shall be declared.
• All faults shall result in the opposing team being awarded a point.
Rule 9: Sportsmanship
The team captain is responsible for the actions of his or her team and their spectators. Additionally, the captain will ensure that his or her team is familiar with the rules of play and intramural policies and procedures. Sportsmanship is a vital component for success in every intramural contest. Participants and spectators are expected to display good sportsmanship toward opponents and the intramural staff at all times.

Unsportsmanlike Conduct
Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during or after a contest. No player or team shall:

- use foul or derogatory language, threaten or verbally abuse any other participant or intramural employee before, during or after the game.
- participate in a game for which he or she is ineligible.
- argue or talk back to the intramural staff. Only the captain should address an official and only if done so in a courteous manner.
- intentionally strike, push, trip or flagrantly foul another participant, spectator or Recreational Sports employee.
- mistreat the facility, equipment or supplies of The Ohio State University and/or the Recreational Sports Department.

Unsportsmanlike Conduct Penalties
Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the game officials or Intramural Supervisors.

- One Conduct Yellow Card – Conduct Warning
- Two Yellow Cards or One Red Card – Ejection
- Two Red Cards or Three Total Cards – Forfeit

Disciplinary Action
Any player receiving two conduct warnings in one game or ejected from a game is required to meet with a professional staff member. The player will be suspended indefinitely from ALL recreational sports facilities programs until the meeting occurs and for a minimum of one week from the meeting date.

Rule 10: Co-Rec Modifications

- Each team consists of a maximum of two men and two women on the court.
- A game may begin with as few as three players, but must adhere to the men/women maximums.
- If the ball is contacted three (3) times by a team, a female and male must contact the ball at least once.
Rule 11: Playoffs
In addition to a positive playoff point total, teams must also maintain a “3.0” or “B” sportsmanship average during the regular season to be eligible for the playoffs. Team’s averages will be formulated in the same way a student’s GPA is calculated. Each sportsmanship letter grade is assigned a numerical value:

- “A” – Four (4) points
- “B” – Three (3) points
- “C” – Two (2) points
- “D” – One (1) point
- “F” – Zero (0) point

The grades for each regular season contest will be added together and divided by the total number of contests held. This will equal the team’s sportsmanship average.

For any questions or clarifications, please contact the Competitive Sports Office at 614-292-2732.