Sand Volleyball Rules

Eligibility:
- Players may play on one Men’s/Women’s Independent team
- All players are required to present their Auburn University ID or other form of photo ID before each game
- Game protests are accepted regarding eligibility only
  - Eligibility protests must be submitted within 24 hours of the completion of the game in the regular season
  - Eligibility protests must be submitted before or during the game in the playoffs
  - Refer to the Auburn Intramural Sports Handbook for rules on eligibility
- Players and teams violating these eligibility rules are subject to suspension from Campus Recreation

Attire:
- Shoes are not required for Sand Volleyball
- Players are allowed to wear athletic beach attire
- Sunglasses are allowed
- Headgear including but not limited to billed hats and bandanas with exposed knots, are not allowed
- Jewelry of any kind is not allowed
- Pads or braces worn above the waist is not allowed
- Legs or knee braces must be covered on both sides and all edges

Gameplay:
- Game time is forfeit time
  - Any teams not having the appropriate number of players will forfeit the game
  - Any teams that forfeit are required to pay a forfeit fee of $25.00 to remain in the league
  - Teams must pay this forfeit fee (credit/debit) at RWC Connect within 24 hours to remain in the league

Players:
- Games will be played with teams of 4.
- Teams must have 2 players with proper equipment and listed on the roster present at game time to avoid a forfeit.
Timing:

- A match consists of the best two out of three games
  - Games one and two are played to 25 points and teams must win by 2 points
    - Game cap is 30 points
  - Game three is played to 15 points and teams must win by 2 points
    - Game cap is 20 points
- Rally scoring is used for all three games
- The team that serves second in the first game serves first in the second game. A coin toss will determine first serve in a third game.

Mercy Rule:

- There is no mercy rule

Coin Toss:

- The toss of a coin will determine courtside or service.

Equipment:

- Intramural Sports will provide a game ball
  - Teams may agree to use another ball

Start of Play

- A coin toss determines side or service
- A service is the putting the ball in play by the player in the back right position. The player must hit the over the net between the antennae boundaries into the opponents side of the court. The player must hit the ball with one hand, open or closed, while keeping both feet fully behind the back line until after the ball is struck.
- A match consists of the best two out of three games
  - Games one and two are played to 25 points and teams must win by 2 points
    - Game cap is 30 points
  - Game three is played to 15 points and teams must win by 2 points
    - Game cap is 20 points
- Rally scoring is used for all three games
- The team that serves second in the first game serves first in the second game. A coin toss will determine first serve in a third game.

During Play:

- At the moment the ball is contacted for the serve, all players, with the exception of the server, shall be within the boundaries of the court in their correct serving rotation with all forward line players in front of the back line players. After the ball is hit for serve, the players may move from their respective position. But, all players must return to their original position prior to the next serve.
- After a side-out, the team receiving the ball for service shall immediately rotate one position clockwise.
- The team serving must announce the score prior to each serve.
- When a served ball passes under the net, or touches any player, surface, or object before entering the opponents’ court, a side-out shall be called. If the service lands on the playing surface other than the opponents’ court, it shall be ruled a side-out.
• A side-out will be called if any player service out of turn. All points won during this serve will be declared illegal and are forfeited. A player serving out of turn must be noticed prior to the side-out for points to be forfeited.
• A team has three hits or less on the ball before it must be returned over the net. No player may hit the ball twice in succession; a block does not count as a hit. The ball can be played with any part of the body. Any player that touches or is touched by the ball shall have legally played the ball.
• A ball contacting the boundary line is considered in. Any ball that contacts an object or the ground outside the boundary line is considered out of bounds. A player may play the ball from outside the line as long as the player does not cross the center line.
• Any ball that hits the net and goes over into the opponents’ court is considered a live ball. This includes on a serve.
• A ball is considered dead after a point, a side-out, or any other decision that temporarily suspends play.
• Players are not allowed to enter the opponents’ court while the ball is in play. Reaching under the net by keeping the feet in one’s own court is legal as long as there is no contact or interference with the opponents’ play. A player may not touch or reach over the net.
• A “double foul” during one play makes the ball dead and the point is replayed.
• All calls are made on the honor system, players make all calls. Disputed plays may be replayed, as determined by the supervisor on duty. Supervisor will also make a ruling on any rules questions.