



The University of Michigan  
Department of Recreational Sports  
*Intramural Sports Program*

## SAND VOLLEYBALL RULES

### I. INTRAMURAL POLICIES AND PROCEDURES

(NOTE: Listed below is a synopsis of important Intramural Policies and Procedures. For a more detailed explanation, please refer to the Intramural Sports Program Manager's Manual, which can be found on our website at [www.recsports.umich.edu/intramurals](http://www.recsports.umich.edu/intramurals).)

#### A. ROSTER AND ROSTER ADDITIONS

1. **Team Sports:** A team's roster is formed throughout the regular season. All players participating in a game must be listed on that game's scorecard. The players who are listed will be entered onto that team's roster and will appear on all future scorecards under that team's name. *The manager is responsible for ensuring that each scorecard, including the printed roster, is complete and accurate (i.e. all team members who participated in that game are listed on the scorecard).* Names of individuals can be added to the original roster, prior to the new team member playing, by listing that player's name as well as his/her ID number on the scorecard. A player must participate in at least one regular season game to be eligible to participate in the playoffs.

#### B. ELIGIBILITY

1. **Checking ID's:** Before a contest, event, or activity, all members of a team shall present to the official/supervisor their pictured Student ID card. The official shall then verify the participant's identity and so note on the scorecard. Those players listed on the scorecard and verified by an official/supervisor are considered to have participated in that contest. Should a participant arrive at the contest after it has started, the participant assumes the responsibility to have his/her identity verified by the official/supervisor during a stoppage of play. Should a player not be verified by an official/supervisor, that individual shall be considered an ineligible player.
2. **Forgotten ID Policy:** If a player forgets his or her ID, the following procedure will be followed:
  - a. The player must present a form of pictured ID (i.e. state driver's license, state identification, etc.) to the sport supervisor.
  - b. The sport supervisor shall complete an Intramural Forgotten ID Form and give that form to the participant.
  - c. The player must come in the next working day between 11:00am and 4:00pm with their valid student ID to verify that they are an eligible participant in the Intramural Sports Program. Failure to do so shall result in a forfeit against the violating team.
3. **Club Sport Members and Intercollegiate Athletes:** Teams may not play with any Intercollegiate Volleyball players. Teams may play with a maximum of one individual who is on a Club Volleyball team **AND** one Ex-Varsity Volleyball athlete. Check the IM Manager's Manual for more information regarding the definitions of a Club Sports' member and Intercollegiate Athlete.

### C. FORFEITS:

1. A team not ready to play (or failing to appear) at the designated day, date, time, and location of the scheduled contest will forfeit that contest.
2. In order to be credited for the forfeit “win,” the team receiving the forfeit “win” for the contest must have the minimum number of required players to start a game.  
**NOTE:** Both teams are recommended to list the players present at the game site in order to have those players considered as having “participated” in that game.
3. A team may waive the right to forfeit and wait for the opposing team to arrive.
  - If a team decides to wait the 10 minutes for the opposing team to show they **must wait the entire 10 minutes**.
  - If 10 minutes after the scheduled game time passes, and the minimum number of players required to play for the opposing team has not arrived, the team present **must accept** the forfeit.
  - Should the opposing team arrive before the 10-minute time limit, the contest shall be played. The time lost shall not be made up.
  - If a team waives their right to a win by forfeit, and the match begins, that team cannot rescind their decision and take the forfeit.
  - If at game time neither teams have the minimum number required to play the officials will wait 10 minutes to see if either or both teams acquire enough participants to play or accept the forfeit.

### D. SPORTSMANSHIP RATINGS

1. Each team in each contest shall be rated by the Intramural Staff. A team begins an intramural game or event with a total of 10 sportsmanship points. During the course of the contest, teams may lose points if their behavior deteriorates. A contest will be terminated if the SRS Rating becomes zero or below.
2. Level 1 Sportsmanship Infraction: For each Sportsmanship infraction a team receives, one point will be deducted.
3. Level 2 Sportsmanship Penalty: For each Sportsmanship Penalty a team receives, three points will be deducted.
4. Level 3 Sportsmanship Ejection: For each Sportsmanship Ejection a team receives, seven points will be deducted.
5. Forfeits: Forfeiting a contest shall result in a seven point deduction.
6. Playoffs: In order to be eligible for the playoffs a team must have a SRS score of 31 or higher for the regular season. If in any playoff game, including the Championship, should a team’s actions cause that team to receive a SRS rating of less than seven (7), the game will immediately be discontinued; the opposing team will be declared the winner of the game; and the declared winner will advance to the next round in the playoffs. The declared winner must not have a SRS rating of less than seven.

<b>Level 1: Sportsmanship Infraction</b> (1 point deduction)	- Any verbal warning that addresses conduct
<b>Level 2: Sportsmanship Penalty</b> (3 point deduction)	- Alcohol use by spectators - Spectator interference
<b>Level 3: Sportsmanship Ejection</b> (7 point deduction)	- Alcohol use by player - Physical contact with an official - Fighting - Intentionally injuring or attempting to injure an opponent - Threatening/Verbal abuse of an official - Use of an ineligible player - Use of a suspended player - Forfeiting a game

## II. SPORT RULES

### A. THE PLAYERS

1. Each team consists of four active players.
2. In Co-rec games this must be two men and two women; two men and one woman; two women and one man; or one man and one woman.
3. A team must have 2 players to avoid a forfeit.
4. Substitution is open and unlimited.

### B. GAMES AND SCORING

1. A match is three games to 25 (rally score); or, a 55 minute time limit from the scheduled start of the game. All three games will be played (time allowing). Should time expire, the team leading at the end of the time limit wins the game.
  - a. Rally Scoring:
    - A point shall be scored by the opponent each time a team commits a fault.
    - If the serving team wins the rally, it scores a point and continues to serve. If the receiving team wins the rally, it scores a point and gains the serve.
2. All three games will be played to 25 points (no cap) and a team must win by two.
3. If all three games have not been played when the time limit expired, both teams shall be credited with a win for the games that have not been played. Also, a game that is tied when the time limit expires shall remain a tie, and both teams shall be credited with a win for the tie game.
4. Team records will be kept based on the total number of games won and lost (e.g. A team winning 2 and losing 1 game would have a record of 2 and 1. In order to qualify for “A” playoffs, a team will have to win 5 out of the 9 possible games played in a season.)
5. Playoff matches consist of the winning of two out of three games. **The 55 minute time limit is not in effect for the playoffs.** During semi-final and final playoffs, each team will be allowed one 30-second time out per game. Unused time outs cannot be carried over to the next game.

### C. GENERAL PLAY

1. Casts are illegal.
2. Clothing which has blood on it must be removed before the player may continue competition. A substitute player should enter the game to allow the player with blood to remove the soiled clothing.

### D. GENERAL PLAY

1. During the serve the ball may not be attacked by the receiving team. It is LEGAL, however, to set a serve as a receiver.
2. During the serve the ball is live if it contacts the net and passes over (let serve), as in the normal course of play.
3. During the course of the play, the ball may not be “set” over the net. It must be struck with a closed fist, spike, or hard open faced handed shot. A set is defined as contact of the ball using the fingers of one or two hands to direct the ball. A set may be used in any direction toward his/her team’s court.
4. The ball may legally contact any part of the body. This allows any action with the foot, ankle and lower leg that would be allowed with the hands or arms.
5. Teams are to change sides of the net after each group of five points are scored. (i.e. when the combined score of both teams is 5, 10, 15, 20, etc. you are to change sides)

### E. PLAYER ALIGNMENT

1. There are no restrictions on player alignment. You must rotate the serve.

### F. DISPUTES

1. Any situations which can not be resolved through discussion will result in a replay.