Ball State University
Intramural Sand Volleyball Rules

Eligibility

To participate in Ball State University Intramural Sports, you must:

- Be a currently enrolled student with a valid and current Ball State University ID Card.
- Be a current Ball State University faculty or staff member with a valid ID Card.
- Be a Ball State University Rec Cardholder with a valid current Rec Card.
- No Burris or Indiana Academy Student may participate in the intramural sports program.
- Participation in intramural sports may be limited due to the following constraints:
  - Medical red shirts, as designated by the NCAA, cannot participate within intramural sports at any time.
  - If you are currently participating (includes practicing/playing) with an intercollegiate athletic team, you may NOT participate in the “associated sport” (see the Intramural Sports Policies and Procedures at www.bsu.edu/recreation/intramurals) within intramural sports. Once you cease your affiliation with the intercollegiate athletic team, you may become eligible to play intramural sports in the “associated sport.” Once your eligibility ends and you have been removed from that team’s active roster, you may participate within an associated sport in intramural sports. The Athletic Department Compliance Office to the NCAA reviews all eligibility designations and remains in full contact with this office.
  - ONLY TWO registered sport club team members may participate on an intramural sports team in an “associated sport” relating to their club sport.

Forfeits and Defaults

- A forfeit will be assessed under three conditions:
  - If zero members of a team do not show up within ten (10) minutes of a scheduled event. Teams should not see this as an opportunity to be late. For every minute late, the team with the minimum amount of players or more will receive one (1) point for a maximum of ten (10) points.
  - A game that ends in result of a team’s unsportsmanlike behavior (i.e. 3 unsportsmanlike technical in a basketball game) will be scored a forfeit against the team that behaved inappropriately.
  - If a team is found to have an ineligible player on their roster.
- A team that forfeits twice in league play will not be eligible for the playoffs.

Protest

Invariably, disagreements may arise due to lack of knowledge of rules and procedures. A system has been set aside for participants to “protest” two items within an intramural sports activity. Thus, there are only TWO times that you can file a protest:
- An eligibility concern
- A misinterpretation of a published procedure or rule.
  - A protest CAN NEVER be filed on the judgment call(s) of an official**

If a team feels that one or both of the following have happened, a team must do the following:
- Call a time out and request a protest.
- A protest is considered valid only at the time that the discrepancy has taken place. For eligibility protests, you can only protest between the start and completion of a game. For a rule misinterpretation, a team must signify their intent to protest at the exact time. If subsequent play has started before the protest is signified, it’s too late to protest.
- If a protest is deemed invalid or the official’s rule interpretation is correct, the protesting team will be charged one (1) time out.
- If a protest is signified in time, the protesting team’s captain must make themselves available to file a protest form with the on-site intramural sports supervisor. The protest must be filed on the PARTICIPATION PROTEST FORM to be considered valid. This procedure will take a few minutes, as there is important information from participants, officials, and staff. The game will stop during this time and will resume when the proper paperwork is complete.
- The intramural sports supervisor will document all necessary information about the protest and game conditions.
- The game will continue when all paperwork is completed.

Players

Each team may have a maximum of four (4) players on the court at one (1) time. A team may begin a game with a minimum of three (3) players.
- All players must check in using a valid Ball State University issued ID.
- All substitutes must enter the game in the same spot as the person they are substituting for. Substitutes must wait until their team is serving to come in.

Captains

The team captain is responsible for all information contained in the Intramural Sand Volleyball Rules.

Equipment

- Recreation Services will provide balls for all players and teams.
- All equipment is subject to the approval of the Intramural Staff on duty.
  - Players do not have to wear shoes.
  - Players may NOT wear pads/braces above the waist or casts/splints at any time.
  - Players MUST wear athletic apparel with NO exposed metal.
  - Players may not wear any exposed jewelry of any type. Medical alert bracelets and necklaces are allowed only when covered and held down.

Net Height

The height of the net shall be the same for men’s, women’s, and co-rec.
Playing the Game

- **Starting the Game**
  - The game shall begin with a captain’s meeting and coin toss. The team winning the coin toss may choose to play offense, defense, or choose which side of the court to defend.
  - The team losing the coin toss shall exercise the remaining option.
  - In the second game, the team that received first will have the opportunity to serve first.
  - Games will be self-officiated.

- **Length of Game**
  - A match consists of one (1) game with rally scoring.
  - A game is won when a team scores 21 points and is ahead by at least two (2) points. No game shall exceed 25 points. If the teams are tied at 24-24, the first team to score the 25th point shall be the winner.
  - A game shall consist of three (3) matches. The team who wins two (2) wins the game.

- **Timeouts**
  - Each team shall have one (1) 30-second timeout per game, including the third match.
  - Time between games shall not exceed one (1) minute.

- **Service**
  - The order in which teams are to serve shall be called the serving order.
  - Players must be in the correct serving order when the ball is served.
  - A server shall continue to serve until their 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 the point and gains the serve. Each time a team gains the serve it must rotate one position clockwise before serving. Failure to do so will result in side out if done intentionally.
  - A server shall hit the ball with one hand, fist, or arm and can be underhand or overhand.
  - A match shall include a let serve.

- **Scoring**
  - One (1) point will be awarded for:
    - Serving illegally.
    - Failure to return the ball legally to opponents' court.
    - Catching the ball.
    - Holding the ball (scooping, lifting, and shoving shall be considered holding).
    - Striking the ball more than once in succession.
    - Being the fourth player to play the ball (except when there has been a simultaneous hit.)
    - Touching the net with any part of the body at any time except when the ball is dead.
    - Reaching under the net and touching the ball or a player of the opposing team when the ball is in play on that side, or interfering with the play of the opposing team by entering the opponent's court, or touching the floor on the opposite side of the center line when the ball is in play. A centerline foot fault shall be called when a player’s whole foot or hand crosses the plane of the centerline.
    - Making an illegal substitution.
    - Persistently delaying the game.
    - Leaving the court without permission from the referee except to retrieve the ball.
    - Striking the ball while supported by any player or object.
    - Throwing the ball.
    - Holding or pushing the ball against the net.
    - Batting the ball against ceiling, any object, or surface within the boundary line.
    **EXCEPTION:** If Team A causes the ball to hit the ceiling or any object above their playing court and the ball comes down on their side of the net they may continue to play...
the ball, provided it was a legal hit and not the third hit which caused the ball to strike the ceiling or object.

- Blocking or attacking a served ball.

- **Ball in Play, Dead Ball, and Play Over**
  - **Starting of the Game**
  - **At the start of a game, or following a "dead ball", the server will signal readiness to play by speaking loud and clear the score and “service”.**
  - **Dead Ball - a served ball is dead if it:**
    - Touches the floor of the serving team’s court, a teammate of the server, or the net.
    - Passes under the net.
    - Touches the ceiling, any obstructions or objects before contacting an opponent, or the floor of the opponent’s court.
    - Lands out of bounds.
  - **Play Over - a served ball will be replayed when:**
    - Any object enters the court or there is interference with play.
    - A player is injured.
    - A double foul occurs.
    - A simultaneously held ball above the net.

### Sportsmanship Policies

This portion of the document is designed to be a summary of the Sportsmanship Policy for Intramural Sports. Please refer to the Intramural Policies and Procedures Manual for a complete version of this policy.

- **No Player, Coach, or Team Follower Shall:**
  - Use foul or derogatory language, threaten, or verbally abuse any other participant or intramural employee before, during, or after the game. This includes trash talk.
  - Participate in a game for which he/she is ineligible.
  - Argue or talk back to the game official.
  - Intentionally strike, push, or trip another person. Fighting is prohibited.
  - Mistreat the facility, equipment, or supplies of Ball State University.

- **Warning/Ejection**
  - A warning/ejection system will be used to enforce the sportsmanship policy. Individuals will be issued a warning for unsporting behavior. A second penalty will result in an ejection. Ejections may be issued without warnings in specific situations, including all those that involve fighting.

<table>
<thead>
<tr>
<th>Sport</th>
<th>Warning</th>
<th>Ejection</th>
<th>Game Forfeit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sand Volleyball</td>
<td>1st Verbal Warning</td>
<td>2nd Verbal Warning</td>
<td>3rd Verbal Warning for Team</td>
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</tbody>
</table>

- Team captains are responsible for the conduct of their players, sidelines and spectators.
- Fighting is defined as a participant intentionally striking, pushing, slapping, punching, elbowing, tackling or committing any other malicious act toward any other person. Fighting is never permitted during Intramural contests. Participants who fight will be ejected immediately and suspended from all further participation until the outcome of a disciplinary action meeting with the Office of Recreation Services Staff.
Co-Ed Modifications

- A team must consist of two (2) females and two (2) males, with the number of males never exceeding the number of females.
- The serving order must alternate between male and female.

These rules are not meant to be all-inclusive. It is the team captain’s responsibility to consult the Office of Recreation services for clarification on any of these rules.