



Sand Volleyball Rulebook

General

- 1) Teams shall play rounds of “speed” volleyball during the regular season as described below. Total score by each team will be tallied and used to create seeding for a final tournament which will be played according to the standard rules of sand volleyball.
- 2) Games will be played with four players to a side, including a minimum of two women on the court at all times.
- 3) Teams with only three or fewer players present at game time are deemed to have forfeited.

The Serve

- 1) Server must serve from behind the restraining line (end line) until after contact.
- 2) Ball may be served underhand or overhand.
- 3) Served ball may graze the net and drop to the other side for point.
- 4) First game serve is determined by a volley, each subsequent game shall be served by the previous game loser.
- 5) There is no spiking allowed as a return of the serve

Playing the Game (Volley)

- 1) Maximum of three hits per side.
- 2) Player may not hit the ball twice in succession (A block is not considered a hit).
- 3) Ball may be played off the net during a volley and on serve.
- 4) A ball touching a boundary line is good.
- 5) A legal hit is contact with the ball by a player body above and including the waist which does not allow the ball to visibly come to a rest.

Basic Violations

- 1) Stepping on or over the line on a serve.
- 2) Failure to serve the ball over the net successfully.
- 3) Hitting the ball illegally (Carrying, Palming, Throwing, etc.).
- 4) Touches of the net with any part of the body while the ball is in play. If the ball is driven into the net with such force that it causes the net to contact an opposing player, no foul will be called, and the ball shall continue to be in play.
- 5) Reaches under the net (if it interferes with the ball or opposing player).



“Speed” Scoring

- 1) Rally scoring will be used and multiple teams will participate in a single game. Teams will be assigned a number by the IM Staff prior to each game – these numbers will be used to determine the initial order of rotation.
- 2) There will be a point scored on every rally.
- 3) Offense will score on a defense miss or out of bounds hit.
- 4) Defense will score on an offensive miss, out of bounds hit, or serve into the net.
- 5) Upon losing a point, the losing team will immediately leave the court and step to the end of the line of teams waiting to enter play. The next team in line will rotate into the game.
- 6) Until each team has participated in a single point, the winning team must wait to serve until the new team declares themselves ready to receive the serve. Once each team has played a point, the “speed” round begins and the ball may be served ASAP by the winning team of each point, regardless of the readiness of the opposing team.
- 7) There are no rules regarding rotation for speed rounds.
- 8) Game will be played to 21 points, at which point the score will be reset and another game started with the same teams.
- 9) Games will continue until the end of the time slot allotted.

Tournament Scoring & Rotation

- 1) Team will rotate each time they win the serve.
- 2) Players shall rotate in a clockwise manner.
- 3) There shall be 4 players on each side, including a minimum of two women on the court at all times.
- 4) Rally scoring will be used.
- 5) There will be a point scored on every score of the ball.
- 6) Offense will score on a defense miss or out of bounds hit.
- 7) Defense will score on an offensive miss, out of bounds hit, or serve into the net.
- 8) Game will be played to 21 points.
- 9) Must win by 2 points.
- 10) If score is tied after two games a third game to 15 will be played.