

UTHSCSA Intramural Sand Volleyball Rules

1. The two team captains will toss a coin before game time. The winning toss may select either side or first serve. The other team will have its choice in the second game. There will be a new coin toss for the third game, if a third game is needed. Both teams will switch sides after either team reaches 8 points.
2. The game is 6 on 6, co-recreational, with a minimum of one female and maximum of three males on the court at any time. Teams can play with as many as three players.
3. Match play consists of the best 2 out of 3. The first two games are to 25 points and the third game is to 15. All three games are rally scoring. The first team to score 25 or 15 points straight up is the winner. There is no win by 2 points.
4. Players are asked to say “serve” before serving the ball to the opposing team.
5. The teammates of the server may not obstruct the view of the players on the team receiving the serve. At their request, the player(s) on the team serving the ball must move to grant a clear view of the server’s action.
6. A “hard driven” ball may be contacted two times consecutively by the same player if both contacts occur during one effort to play the ball.
7. If two players on the same team contact the ball at the same time, it counts as one team contact.
8. Any discrepancies about a point scored, the point will be replayed.
9. A ball that lands on the boundary ropes while in play is counted as in.
- 10. On multiple hits by a team, at least one of the hits has to be made by a female.**
11. The ball may touch any part of the body.
12. No more than two males may be at the net with proper rotation before the serve. Once the server hits the ball players may position themselves anywhere on the court.
13. There are no “ghost” players at any time. A team may play with fewer than six players without losing a serve after a side out. However, at least one female player must be present on the court at all times and no more than three males can be present on the court. The minimum amount of players is three.
14. Two timeouts per team per game.
15. Profanity and unsportsmanlike conduct are not allowed.
16. Rosters can be update anytime before the fifth week of the season. Teams can update them at the game site or visit the Student Life Office (314L) during regular business hours or email Ben Rivers @ riversw@uthscsa.edu.

Net Play

1. If the force of the ball carries the net into contact with a player, there is no violation.
2. Players may not reach over and across the vertical plane of the net to block a shot, except on the third hit.
3. A player may not cross under the vertical plane of the net during play.
4. Players should call their own contacts with the net or a mishandled ball.
5. Any player may attempt to defend his/her court by blocking the ball as it crosses the net. A player is determined to be blocking when he/she is positioned close to the net and has one or both hands above his/her head. A blocker’s hands may not reach over and across the net.
6. A player may accidentally contact the pole during play, but not in a way that it gives him/her an advantage in making a play.

Bad Weather: If bad weather makes playing conditions questionable, contact the Recreational Sports Office at 567-5220 or call the weather line at 567-2623 after 4:00pm on the day of the game.