

Campus Recreation

University of South Carolina Student Life

4v4 Sand Volleyball Rules

***Please refer to the Participants' Manual for a complete list of all Intramural Sport guidelines & procedures**

Changes from previous season have been highlighted in yellow

Section 1: General Information

A. General IM Procedures

1. Teams should arrive 15 minutes before the game to check-in with the supervisor.
2. All participants must display a valid Carolina Card before each game to play.
 - i. You may also use your digital Carolina Card through the GET mobile app. No ID – No Play – No Exceptions!
3. Teams are expected to begin the game at the scheduled time.

B. Defaults

1. A default will result in the team automatically losing and receiving a 3-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport.
2. The deadline to notify the Sport Programs Office that their team is unable to play their scheduled game and receive a default is 3pm the day of their game (M-F) or 12pm if their game is on Sunday.
3. If a team defaults twice during the regular season, this is referred to as a “double default” which is equivalent to a forfeit and results in a forfeit fee of \$25 being assessed to the captain. The captain will be suspended from Intramurals until this fee has been paid on DSE. The team will receive a 3-sportsmanship rating for each default.
4. The USC Sport Programs Office can be reached:
 - i. By email at sportprograms@mailbox.sc.edu
 - ii. By phone at 803.576.9387
 - iii. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

C. Forfeits

1. A forfeit will result in the team automatically losing and receiving a 1-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport. A forfeit fee of \$25 will be assessed to the captain, and the captain will be suspended from Intramurals until this fee has been paid on DSE.
2. If a team forfeits twice during the regular season, this is referred to as “forfeiting out” and they will be removed from the league. A second forfeit fee of \$25 will be assessed to the captain, and the captain will be suspended from Intramurals until both fees have been paid on DSE.

D. Team Choice (5 minutes: 5 minutes)

1. The captain of the team present who has the minimum required number of players to play, can choose to accept the default/forfeit or enact team choice at the game start time. If the team enacts the team choice rule, they cannot change their mind and accept a default/forfeit later.
 - i. If both teams are present but neither team has the minimum number of required players at game time, the Sport Programs Leader will start the game clock but neither team will receive points during the first 5 minutes.
 - ii. During the first 5 minutes, if only one team meets the minimum number of required players, no points will be awarded but they will have the opportunity to enact “team choice” for the second 5 minutes. If they accept the default, the game will be called, otherwise points will be awarded during the second 5 minutes according to the team choice point guidelines.
2. 4v4 Sand Volleyball (10:1 set)

E. Sportsmanship

1. Each team will be given a sportsmanship rating 1-5, in accordance with the Participants' Manual, from the officiating crew/on-site supervisor following the game.

F. Playoffs

1. All teams are eligible for post-season play provided that they do not forfeit, do not default more than twice, have a 3.0 sportsmanship rating average
2. If a team receives more than one game with a sportsmanship of 2, they will forfeit the remainder of the playoffs. A team that receives below a 2 in any playoff game will automatically be forfeited.

G. Miscellaneous

1. To receive the latest USC Intramural Sports schedules, scores, and updates be sure to log onto sc.dserec.com/online/dashboard
2. No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the court.
3. Protest: The only 2 things that can be protested are rule interpretation & player eligibility.
 - i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next serve.
 - ii. Player eligibility protests can be made before, during, or after the game to any supervisor or professional staff member.

Section 2: Rules & Sport Specific Information

The game will be played according to the current National Federation of State High School Association's rules if not explicitly stated in this document.

A. Location

1. All games will be played at the WFC Sand Courts, located on the outdoor pool deck.

B. Players

1. Each team will consist of 4 players on the court at one time with unlimited subs.
 - i. A minimum of two (2) are required to play.
2. Substitutions shall be made only during dead-ball situations out of the server's position.
3. Teams may not have more than one (1) sport related club player on their team.
4. All Players must rotate including the server. (Servers must change during each rotation)
5. CoRec teams must play with 2M & 2F, 3M & 1F, 3F & 1M, 2M & 1F, 2F & 1M, or 1M & 1F.

C. Equipment

1. Game balls will be provided by the Intramural Sports program.
2. Warm-up balls may be checked out from Equipment Issue.

D. Scoring

1. Each team will play the best 2 out of 3 games.
2. The first two games will be played to 21 points with a cap of 25 points.
3. The third game will be played to 15 with a cap of 17 points.
4. Teams must win by two unless they hit the point cap.

E. Pre-game

1. The supervisor and the captains will meet at the net and determine who starts with serve and who will pick side based on a "coin toss".

F. Time-Outs

1. Each team is entitled to a maximum of one (1) time-out per match, which shall last for 30 seconds.

G. Playing the Ball

1. Each team is entitled to a maximum of three hits, excluding the block, to return the ball to the opponent's court.
2. A player may touch the ball with any part of the body.
3. One handed placement or redirection of the ball with the fingers (a dink or open-hand tip) is a fault.

H. Play at the Net

1. A ball sent over to the opponent's side must cross over the net between the ends of the net.
2. A ball may be played out of the net, assuming the team has hits left to play.
3. A player may not come into contact with the net in any setting (only exceptions are clothing & hair.)

I. Playoffs

1. All teams are eligible for post season play provided that they do not forfeit more than once, do not default more than twice, and have a 3.0 sportsmanship rating average.
2. If a player is ejected for unsporting reasons during a playoff match, the game may be forfeited regardless of time or score remaining.