

WCU Intramural 4-on-4 Beach Volleyball Rules

Equipment:

Players may wear hats, visors or sunglasses at their own risk. Players may play barefoot or in socks. Shoes may be worn but they cannot have any type of nonflexible cleats or spikes. It is forbidden to wear any objects that may cause an injury to a player, such as jewelry, pins, bracelets, casts, etc. Players may wear glasses or flat-band rings at their own risk.

Teams:

Teams consist of 4 players per team (2 men and 2 women for Coed). Teams may have an unlimited number on their roster (see intramural eligibility rules). A minimum of two players (1 man and 1 woman for Coed) on the court is required to avert a forfeit.

Match:

The match is won by the team that wins two sets. In case of a 1-1 tie, the deciding set (the 3rd) is played to 15 points with a minimum lead of 2 points.

Time Limit: 10 minutes

Set:

A set (except the deciding 3rd set) is won by the team that first scores **21** points with a minimum lead of two points. The deciding set is played to **15** points (win by 2).

Rally Scoring:

Whenever a team fails to serve or return the ball, or commits any other fault, the opposing team wins the rally, with one of the following consequences:

1. If the opposing team served, it scores a point and continues to serve.
2. If the opposing team received the service, it gains the right to serve and also scores a point.

Coin Toss:

The winner of the coin toss chooses either to select to serve or receive service of the first ball or the side of the court on which to start the game. The loser takes the remaining alternative and, for the second game in a 2 out of 3 match, gets to select from the above choices.

Court Switches:

Teams switch after every 7 points (set 1 & 2) and 5 points (set 3) played. During court switches the teams must change immediately without delay.

Time outs:

A time-out lasts for 30 seconds. Each team is entitled to a maximum of **two** time-outs per set.

Team Line Up:

The rotation order specified by the starting lineup must be maintained throughout the game.

Substitutions:

Unlimited substitutions are allowed as long as one player does not occupy more than one position in the service order during a single set. Abnormal substitutions may be allowed in case of injury.

Positions:

Players may be anywhere within their court.

Player Contacts:

A player may touch the ball with any part of the body. A player may have successive contacts with the ball during a single attempt to make the team's first contact with the ball, provided that the fingers are not used to direct the ball. The ball must be contacted cleanly and not held (including lifted, pushed, caught, carried or thrown). The ball cannot roll or come to rest on any part of a player's body.

An exception is allowed during the defensive play of a hard-driven ball, which is an attack-hit or blocked ball traveling at a high rate of speed (as judged by the referee). In that case, the ball may be momentarily lifted or pushed, providing that the attempt is one continuous motion and the player does not change the direction of the motion while contacting the ball.

A contact of the ball with two hands, using the fingers to direct the ball, is a set. A player may set the ball in any direction towards his/her team's court, provided that the ball is contacted simultaneously by both hands and does not visibly come to rest.

Rotation of the ball after the set may indicate a held ball or multiple contacts during the set, but in itself is not a fault.

A legal set directed towards a teammate that unintentionally crosses the net is not a fault, regardless of the player's body position. Intent is judged by the referee.

If the ball is intentionally set into the opponent's court, the player must contact the ball above his/her shoulders and must direct the ball perpendicular to the direction his/her shoulders are facing.

Ball Crossing the Net:

A ball directed to the opponent's court must go over the net within the posts and their imaginary extensions.

Ball Touching the Net:

The ball may touch the net while crossing the net. A serve that touches the net is in play.

Net Play:

Players may partially or completely cross the center line below the net or outside the poles, either before, during or after a legal play of the ball, provided that this does not interfere with the opponent's play.

Incidental contact with an opponent is ignored, unless such contact interferes with the opponent's opportunity to play the ball. While opposing players are not required to avoid the ball or the player, they cannot intentionally interfere with any legal attempt to play the ball on their court.

Blocking:

In blocking, the player may place his/her hands and arms beyond the net provided that action does not interfere with the opponent's play. The player is not permitted to touch the ball beyond the net until the opponent has made an attack-hit.

(revised 09/09)