



SAND VOLLEYBALL RULES

**Any rule not specifically covered will be governed in accordance with the USVBA Volleyball Rules. Modifications have been made to suit the Texins Recreation Program **

RULE 1: TEAM COMPOSITION

1. **TEAMS:** A team will consist of four players on the court. Teams must have at least 2 players to begin and continue a game. No team may have more than six players on their team roster.
2. **ROSTERS:** No more than 6 players per team roster. Teams may not remove players from their roster once they have participated in a regular season game. Players may not, at any point, change teams once they have participated in a regular season game. Teams may add players throughout the regular season until the 2nd game if an open roster spot is available. Rosters may not exceed the maximum number allowed.
3. **CAPTAIN:** Each team shall designate a team captain to make all decisions.
4. Players must participate in at least (3) **regular season matches** to be eligible for the tournament. The playoff game(s) will not be counted toward the 3 game minimum. **NO EXCEPTIONS**

RULE 2: PLAYING AREA AND EQUIPMENT

1. **PLAYING AREA:** All games will be take place at the Texins Fitness Center.
2. **BALL:** Teams may furnish their own game ball or select to use a ball provided by Texins. If a team wants to use their own game ball, it must be approved by the opposing team. If they are unable to agree, a ball provided by Texins will be the official game ball.
3. **ATTIRE:** Shoes will not be required; players may play barefoot.
4. **JEWELRY:** Jewelry must be off or taped. Extra time will not be allowed for participants to remove or tape jewelry.
5. **BLOOD RULE:** When a player is bleeding, has an open wound, or an excessive amount of blood on his/her uniform the player will be directed to leave the game. If available, a sub may enter the game immediately. The injured player is not to return until the bleeding has stopped, the wound is covered, and the bloody clothing item is changed or removed.

RULE 3: SCORING & TIMEOUTS

1. **MATCH:** A match is won by a team that wins two sets. ***Teams should play all 3 games during the regular season.***

2. **RALLY POINT SCORING:** A point is scored whenever a team wins a rally.
3. **GAME:** Each game has a time limit of 30 minutes. The game is over when the clock expires. A game is won by the first team to score 15 points, with a lead of two points. No game will exceed 17 points. If a team is tied at 17-17, the team scoring the next point is the winner.
4. **DECIDING GAME:** The third game will be played to 15 points. No game will exceed 17 points. If the teams are tied 17-17, the team scoring the next point is the winner. ***Teams should play all 3 games during the regular season.***
5. **TIME-OUTS:** A request for a time-out may only be made when the ball is dead. Each team is allowed one thirty-second time-out per game.

**** Game time and total score varies based on the number of games participating**

RULE 4: PLAYERS' POSITIONS ROTATIONS

1. **PLAYERS' POSITION:** Players' Positions: At the moment the ball is contacted by the server, each team must be within its own court (except the server). Players are free to position themselves anywhere within the court. There are no positional faults.
2. **ROTATIONS:** There are no rotational faults. Players are free to position themselves anywhere within the court. Players need only serve in the proper order.

RULE 5: FORFEITS, DEFAULTS, AND PROTESTS

1. **FORFEITS:** If a team fails to appear for a scheduled game or match by game time, or following the grace periods, a forfeit will be declared. A team that continuously forfeits will be subject to being dropped from the league.
2. **DEFAULTS:** If a team notifies the Recreation Specialist of their inability to attend a scheduled game, no later than 2:00PM on the day of the contest, it will be marked as a default. If a team has one less than the minimum number of participants required to play at game time or during the grace period, an on-site default will be declared. A default/on-site default is an un-played game that is recorded as a loss for the defaulting team. Once the default has been requested, it cannot be overturned.
3. **GRACE PERIOD:** Both teams will be granted a 5 minute grace period from the original game time. **Please keep in mind that this means teams MUST BE READY TO PLAY at the 5 minute mark. Failure to do so will result in a forfeit. The Recreation Specialist timepiece will be the official time.**

RIGHTS OF THE RECREATION STAFF

1. The Recreation Specialist or designated On-Site Monitor is responsible for all aspects of the league play. **Any disputes will be settled by the Recreation Specialist– all of their decisions are FINAL!**
2. In the event of continuous rough play or disputes over foul calls, the Recreation Specialist has the authority to confirm or overrule any call which has been made.

3. The Recreation Specialist has the right to eject any player for unsportsmanlike conduct or unnecessary rough play.
4. Any misconceptions not stated here will be determined by the Recreation Specialist.

******Texins Recreation staff reserves the right to put into effect any new ruling regarding league policies and unsportsmanlike conduct******