

TOWSON UNIVERSITY
INTRAMURAL SPORTS
2009-2010 BEACH VOLLEYBALL RULES

VOLLEYBALL IS A CONTACT SPORT AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

THE GAME WILL BE PLAYED ACCORDING TO THE NATIONAL FEDERATION VOLLEYBALL RULES WITH THE FOLLOWING EXCEPTIONS:

MEN AND WOMEN

STARTING THE GAME

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If any team is not at the court at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring their current valid Towson University identification card to the court area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with a scorekeeper before entering the game.
3. **SCORING:** Teams will keep their own score and report it to the Intramural Supervisor after each game.
4. **TEAMS:** Four (4) players constitute a team. A team may start with no fewer than two (2) players.
5. **GAME EQUIPMENT:** Towson University Intramural Sports will provide a game ball.
6. **COIN TOSS:** A coin toss between team captains will begin each game. The winner of the coin toss may choose either to take the first service or select side of the net.

PLAYING THE GAME

7. **STARTING THE GAME:** At the beginning of the game, the ball shall be put in play by the player in the right back position, who may serve from anywhere along the service line.
8. **TIME-OUTS:** Each team will be granted one (1) time-out per game. Time-outs will be thirty (30) seconds in length; teams must be ready to play immediately following the time-out. Unused time-outs do not carry over to the next game.
9. **THE SERVER:** Each server shall continue to serve until the opposing team gains service. The server is to announce the score before each service.
10. **ALTERNATING SERVICE:** Service shall alternate as possession changes.
11. **LET SERVICE:** If a ball touches the net on a service, but crosses onto the opponent's side of the court, that serve will be considered legal and in play.
12. **ROTATIONS:** The team receiving the ball for service shall immediately rotate one (1) position. *EXCEPTION: the first serve for each team beginning each game.*
13. **PLAYING THE BALL:** A player may leave the court to play the ball. A ball hitting a sideline or an end line is in.
14. **TOUCHING THE BALL:** The ball may be touched only three (3) times by one team before being returned over the net. *NOTE: Partially blocking the ball does NOT count as a touch.* However, if the ball then goes out of

bounds the person who blocked it shall be the one considered to have caused it to go out of bounds. Players MAY play the ball with their FEET. Playing the ball with the feet will count as a touch.

15. SCORING: Rally scoring will be used for all three (3) games.
16. WINNING A GAME: The first two (2) games of each match will be played to twenty-five (25), and the third game (if necessary) will be played to fifteen (15). A team must win by two (2) points. In the first two (2) games during regular season play, twenty-seven (27) is the greatest amount of points that can be scored in a game (if a team gains a 27-26 lead, the game is over). If a match reaches a third game, a team must win by two (2) points. The scoring cap in the fifth game is seventeen (17) points.
17. STARTING THE NEXT GAME: The team losing the previous game shall have the first service in the next game. The teams shall change sides after each game. The time between games shall not exceed one (1) minute.
18. WINNING THE MATCH: The first team to win two (2) games will win the match.
19. THE CENTER LINE: A player may cross the center line with his/her foot/feet as long as a part of the foot/feet remain(s) on or above the center line and the player does not interfere with the play of an opponent.
20. VIOLATIONS: The following violations will result in a point and service for the opposing team:
 - Catching or holding the ball.
 - Touching the net with any part of the body while the ball is in play.
 - Serving out of turn.
 - Illegal serve.
 - Illegal volley.

SPORTSMANSHIP

21. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials by any player, coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
22. UNSPORTSMANLIKE CONDUCT FOUL LIMIT: If two (2) players from the same team are ejected from a game, that game will be ended and that team will receive a loss and a 0 sportsmanship rating, regardless of the score and the time remaining.
23. BENCH CONDUCT: All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Field rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
24. DRUG, ALCOHOL & TOBACCO POLICY: Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are not permitted to use any tobacco products on Burdick Field. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.
25. INTRAMURAL POLICIES: Team captains are responsible for making sure that all members of their teams are aware of all Intramural Sports policies and rules. Captains are responsible for their teams' sportsmanship, and may be held accountable for the actions of individuals on their team.

CO-RECREATION

All of the above rules apply with the following exceptions:

26. TEAMS: In all matches, a team shall be composed of two (2) men and two (2) women in alternate positions on the court at the same time. If only two (2) or three (3) players are present, the male/female ratio may be 2:1, 1:2, or 1:1. The ratio may not be 2:0 or 0:2.
27. HITTING THE BALL: There are no restrictions as to who may hit the ball during play.