

Sand Volleyball Quads

I. Eligibility:

- a. All students, faculty and staff members currently enrolled or working in any department or college of the University are eligible to participate in all intramural events and will remain eligible until they withdraw, graduate or fail to comply with the policies and procedures set forth in this handbook. Community members of the Student Recreation Center are not eligible to participate in the Intramural Sports Program. **All participants must present a valid UT Rocket Card to the Intramural Staff before the start of every scheduled contest. No other form of identification will be accepted!**
- b. **Professional Athletes:**
 - i. Any individual who has been paid to participate in volleyball or sand volleyball, is under contract with a professional team, is included on a professional team roster, has practiced with a professional team and/or has been compensated for trying out for a team is NOT eligible to participate in intramural sand volleyball.
- c. **Sport Club Rule:**
 - i. No more than two members of the club volleyball team may participate on an intramural sand volleyball team. A sport club member is defined as an individual who has practiced or played in a contest for a registered sport club during the academic year.

II. Equipment:

- a. Jewelry is not allowed, must be removed. Jewelry cannot be taped or sewn under the uniform.
- b. Elastic headbands are permitted. Hats, bandanas, “do-rags” are prohibited.
- c. Soft casts, knee braces, and ankle braces are permitted.
- d. No shoes!

III. Players:

- a. A team shall consist of 4 players on the court. Must have 3 to begin the game. No more than 8 players on a roster.
- b. Must check-in with a valid UT Rocket Card. Picture on ID must be visible.
- c. Substitutions are unlimited throughout competition.
 - i. Must be made during dead ball.
 - ii. On a player-for-player basis, a player starting a game may be replaced by a substitute and may re-enter the game, but in the original position in the serving order in relation to other teammates. The starter and the substitute may replace each other an unlimited number of times throughout the game. A team may also choose to substitute by rotation. Players enter the game into the serving position and exit prior to their next serve.

IV. Forfeits/Defaults:

- a. Late teams will be awarded a 5 minute grace period for each game (total of 10 minutes).
- b. The team ready to play will serve first and choose side.
- c. Every minute into the grace period will result in 1 point for the team ready to play. After the 5 minute grace period the winning team will be awarded a 21-0 victory.
 - i. After 10 minutes the winning team will have a 21-0, 21-0 forfeit win.
- d. The losing team will receive a “0” for sportsmanship
- e. Please see the Intramural Sports Handbook for Default procedures.

V. Play:

- a. The start of the game will result in rock, paper, scissors or a coin toss.
 - i. The winner will have the option of choosing serve, receive, or side.
 - ii. The opponent will have the option of the remaining two choices.
 - iii. If necessary rock, paper, scissors will take place before a 3rd game.
- b. Matches will be the best 2 out of 3 games
 - i. The first 2 games are played to 21(win by 2) with a cap of 25 straight up.
 - ii. The 3rd game will be played to 15 straight up.
 - iii. Each match will have a time limit of 45 minutes.
 - iv. After each game of the match teams will switch sides.
 - v. Teams are allowed 1 timeout per set.
- c. All games are rally scoring.
- d. Games are self-officiated (IM officials will be present to mediate)
- e. No mercy rule.
- f. The service area is behind the end line and between the extensions of the sideline.
 - i. Each team is allowed 3 successive contacts to return the ball over the net.
 - ii. The ball may be contacted with any part of the body (kicking is permitted).
- g. Play off of the net is allowed, even on serves. The posts are out of play.
- h. A player's lower body may break the centerline underneath the net as long as it does not interfere with play. No contact with the net is allowed.
- i. Attacking the ball above the net is permitted.
 - i. The server may not block or attack at the net.
 - ii. Any player participating in a block shall have the right to make the next contact, such contact counting as the first of the team's three hits.
 - iii. Blocking or attacking a served ball is a fault.
 - iv. Blocking of the ball across the net above the opponent's playing area shall be legal provided that such block is:
 - v. After a player has attacked the ball, or in the first referee's judgment, has intentionally directed the ball toward the opponent's playing area
 - vi. After the opponents have completed their three hits
 - vii. After the opponents have hit the ball in such a manner that the ball would, in the first referee's judgment, clearly cross the net if not touched by a player, provided no member of the attacking team is in a position to make a legal play on the ball
 - viii. If the ball is falling near the net and no member of the attacking team could reasonably make a play on the ball.

VI. SPORTSMANSHIP

a. Ratings

- i. UT Campus Recreation's sportsmanship rating policy has been developed to protect the safety and equity of all participants and those affiliated with supervising our events. The Intramural staff reserves the right to end any intramural contest at any point.
 1. The Team Sportsmanship Rating is an objective means for assessing the behavior of teams through an Intramural Sport season.
 2. The Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after each game. Failure by the Intramural Staff to give a grade will result in an "5".
 3. Participating in Intramural Sports is **NOT** a right, it is a privilege. Therefore, the Intramural Sports program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.

4. Two unsportsmanlike penalties on the same player will result in disqualification from the game. The third unsportsmanlike foul by the same team results in forfeiture of the game. (example 2 technical fouls on one player in basketball results in a player ejection, 3 technical fouls on a team results in a forfeit)
5. Any player that is ejected for any reason must come in to speak to the Assistant Director of Campus Recreation-Intramural Sports before their next game. That player or team is **not** eligible to play until doing so. Team will forfeit their ensuing game if the ejected player does not meet with the Assistant Director. *All ejections will warrant a minimum 1 game suspension!*

b. Rating Criteria

i. "5" - Good Conduct and Sportsmanship

1. Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly.

ii. "4" - Average Conduct and Sportsmanship

1. Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.

iii. "3" - Below Average Conduct and Sportsmanship

1. Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a "3" rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade. A team winning a game due to a forfeit will receive a "3" sportsmanship rating.

iv. "2" - Poor Conduct and Sportsmanship

1. Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a "2" rating.

v. "1" - Unacceptable Conduct and Sportsmanship

- VII. Team/fans are completely uncooperative. Team Captain has no control over team, fans and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties or cause a game to be forfeited shall receive a "1". Any team that does not have the required number of players present at the scheduled game time will receive a "1".

