

# Sand Volleyball Rules

Coastal Carolina Intramural sand volleyball matches are governed by **USAV Outdoor rules** with the few exceptions/clarifications as listed below. Please visit [USAV Volleyball Rules](http://www.usavolleyball.com) (www.usavolleyball.com) for the online versions of the rules.

- **Teams** are comprised of four players and may have up to 9 on the roster. A team must have at least 2 players to start the match, otherwise it is a forfeit loss.
- **Co-Rec teams** must start and finish with a minimum of one female. If the ball is hit by more than one person on any team a female has to be one of the hitters. Males and females must also alternate in their line-up.
- **A player's clothing** must be presentable and appropriate for the competition at the discretion of the supervisor. Sneakers are not allowed on the sand
- **Block** (exception to USAV Rule 13.1.3): The block does not count as a hit
- **Service Receive** (exception to USAV Rule 13.4.2): Finger action, *without double contact or a lift*, is legal on serve receive. Double contact, *without finger action* is also legal on serve receive.
- **Let Serves** count.
- **First Ball receiving** (exception to USAV rule 13.4.3): Beach digs/gators are acceptable. Prolonged contact is still illegal in all cases.
- **Oversets** (exception to rule 13.4.5): Finger contact is acceptable to set the ball over the net provided: the ball direction is in the 6 or 12 o'clock relation *to the body of the player*. Strong wind affecting the course of a ball properly set is not a fault.
- **Substitutions** (exception to rules 4.3 & 9.3): Substitutions per USAV indoor rules or by rotating in at the serve (must rotate in all players in order the entire game)
- **Net Play** The posts are out of play and serve as antennas. The service zone is behind the end line and between the extension of the sidelines. It extends to two steps beyond the edge of the sand area. Players may serve the ball from any point in the service zone.
- **Kicking** the ball is **illegal**. If the ball contacts a player below the knee, the foot must be on the ground and remain so until the contact is complete.
- **Matches** will consist of two rally-scored games to 25 points, win by two (with an hour time limit). In the event of a 1-1 tie, a third game shall be played to 15 points, win by **one**. If a game is tied when game time expires, next point wins the game. All three games must be played within the hour time block. Championship games will have no time limit.