

# Intramural Sports

## Sand Volleyball Rules

**Registration: August 22<sup>nd</sup> (Tuesday) – August 29<sup>th</sup> (Tuesday)**  
**All teams must be registered by 11:59 PM on Tuesday, August 29<sup>th</sup>**

**Cost: \$15 per team**

### **DIVISIONS OF COMPETITION:**

Fraternity

Men's

Mix-Gender

Women's

**FORMAT:** This is a 4 player outdoor weekend league. For the Mix-Gender division, teams must have two players of each gender. Teams will be placed in a single elimination tournament after round robin play. All games will be played at the sand volleyball courts behind Clara Dixon Hall on North Campus. The league begins Saturday, September 9<sup>th</sup>.

**ELIGIBILITY:** Players are eligible to join one single gender (Fraternity, Men's, Women's) and one Mix-Gender Team regardless of level of play. Participants are subject to the Intramural Sports eligibility rules as stated in the Intramural Handbook (Section VI.: Eligibility). All roster additions will be handled through IMLeagues.com or at the game site. **If a participant does register at the game site, they will need to have created a profile by the time their game is played. Forfeits will result in a \$15 forfeit fee being assessed to the captain's bursar account.** If a team calls prior to **4:00 pm the Friday before their scheduled contest**, no forfeit fee will be applied, but a forfeit will still be recorded.

**VALID CORNELL ID CARDS:** Before anyone can participate, **each player must present their Cornell picture ID when they check in at all events. NO ID = NO Play. There are no exceptions to this rule.**

### **SCORING:**

- Matches will consist of a best-of-three game series (21, 21, 15).
- All games will use a win-by-two format. The first two games will cap at 25 and the third game (if necessary) will cap at 18.
- Each team will be granted one 60-second timeout per game. Unused timeouts do not carry over from game-to-game.
- Teams will switch sides before the second game. The team that did not serve the first game will serve to begin the second. If a third game is to be played, another coin toss will take place, and the winner will choose either side or serve.

### **PLAYERS:**

- A team shall be composed of four players. A minimum of three players are required to start, continue, and finish a match.
- Substitutions: Teams may substitute only on their serve and must be in a rotating order.

### **GENERAL PLAYING RULES:**

- A coin toss will be conducted prior to the match. The winning team may choose side or serve.

- Games will be self-officiated.
- Serves may be underhand, overhand or participants may attempt to jump serve. Serves may be taken from anywhere along the end line.
- If the serve touches the net, inside the antennas (sidelines), it is live and must be played. The ball will be deemed out of play if it hits a post, net support, or the net outside of the court boundary.
- Players may cross the centerline but may not interfere with their opponent(s).
- Double hits should not be called on a hard hit or a serve; however, a lift may be called.
- Players may contact the ball with any part of the body, including the feet, whether intentionally or not.
- Boundary lines that are moved during play shall not cause a rally to stop. If it cannot be determined whether a ball lands "in" or "out" the rally shall be cancelled and replayed.
- Each team will be granted one 60-second timeout per game. Unused timeouts do not carry over from game-to-game.

**SPORTSPERSONSHIP:** Good sportspersonship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. Cornell Recreational Services reserves the right to suspend or disqualify groups or individuals for unsporting conduct at any time. Unsporting conduct before, during, and/or after a game (event) will not be tolerated.

*All rules not specifically covered in this document will be enforced as USVA Sand Volleyball Rules.  
All rules are subject to change by the Director of Intramural Sports.*