VILLANOVA INTRAMURAL SPORTS
4v4 SAND VOLLEYBALL RULES
Updated: 3/2021

GAME TIME IS FORFEIT TIME!
All decisions on forfeit times are at the sole discretion of the on-site Intramural supervisor.

Covid-19
- MASK MUST BE WORN AT ALL TIMES! This includes on the court and when you are a substitute.
- Players are required to use hand sanitizer before the game begins.
- Abide by all other Villanova Covid-19 safety protocols.
- Failure to follow the above rules will result in one warning. If players continue to not follow Covid-19 protocols, as well as, satisfy the CARITAS commitment, an ejection will ensue.
- Any players waiting to sub into the game must socially distance off the court.

Eligibility
- A player can play on one (1) men’s or one (1) women’s team and one (1) coed team.
- Current Villanova volleyball players are ineligible to play in the same academic year. No more than two (2) club players per intramural team.

The Team
- There is a maximum of four (4) players on the court for each team.
- A minimum of 2 players per team is required to start a game.

Starting Play
- A coin toss determines first serve or side of the court. Winner has the option.
- Sides are switched and the opposing team serves first in the 2nd game. If a 3rd game is played another coin toss will determine first serve or side of the court.

Match Length/Scoring
- Best 2-out-of-3 matches.
- Non-deciding matches up to 21 with “rally” scoring.
- If it gets to the 3rd match, deciding game up to 15 with “rally” scoring.
- Each game must be decided by a 2-point advantage, with a cap of 25 points.
- A point will be awarded on every ball, not just when a team has serve.

Boundaries
- A ball may not be played if it goes onto another court that has play in progress, however, it may be played if there is not a game in progress.
- A ball that hits the boundary lines is in-bounds.

Hits
- A player cannot hit the ball twice in succession (unless there are simultaneous contacts by teammates or opponents).
- A team cannot hit the ball more than three times before sending it over the net. If the first contact is a block, then the next play on the ball is considered the first hit.
- A block is not considered a hit.
- All underhand, open-handed hits contacted below the shoulders are illegal.
- It is recommended that all players try to bump serves to prevent violations such as double hits or illegal hits.
- Kicking or heading the ball is allowed.

Rotation and Serving
- Players must serve from the service area, from the end line to six feet back.
- The server has five seconds to serve the ball after the referee’s signal to serve.
- The server cannot step on the service line to serve, or step over the service line until the ball has been contacted.
- If the server serves before the whistle by the official, it is automatically a side-out.
- A let serve is allowed (when the ball contacts the net and falls in play)
- Receiving team may not block/attack serves!!

Centerline
There is no centerline rule.
Players may cross the centerline at any time.

Around The Net
- Players may reach over the net only in an attempt to follow through a hit.
- Players cannot reach over the net to block.
- Any player who is in the net will be called by the referees.
- Contact of the net results in a point for the other team and possession of the next serve.

Time Outs
- Each team receives one (1) time out per game. It is one-minute in length.

Substitutions
- There may be an unlimited number of substitutions, however the sub must replace the server. Exceptions may be made for injuries. Substitutes not playing should socially distance on the sideline.

CO-ED SAND VOLLEYBALL

Players
- A team may only have a maximum of two (2) males on the sand at any given time.

Hits
- If there is more than one hit per side, at least one (1) female and one (1) male must contact the ball before it crosses the net.

Serving
- Servers must alternate between male and female. The receiving team cannot block the serve.