**Summer Sand Volleyball Doubles Rules**

1) **Players and equipment**
   a. Teams consist of 2 players on the court.
   b. Open and Women’s leagues will be offered. In an open league, teams may consist of any combination of gender (including 2 males, 1 male and 1 female, or 2 females). In the Women’s league, teams must consist of two female players.
   c. Players are responsible for providing their own equipment. Volleyballs are available for rental from the Intramural Sports Office. Contact the office at 540-231-8297 or imsports@vt.edu to reserve a volleyball.

2) **Playing area**
   a. Teams may play on any sand volleyball court throughout campus or off campus.
   b. Teams are responsible for outlining the court for play.
   c. If a ball lands on the line, it is considered in play.

3) **Game play**
   a. Matches consist of a best 2 of 3 games.
   b. All games are played using rally scoring. Every serve (unless replayed) will result in a score, regardless of who served the ball.
   c. Scoring
      i. A point is scored when the following occur:
         1. A team successfully grounds the ball within the opponent’s court
         2. The opponent commits a fault
   d. Games 1 and 2 are played to 21, win by 2. The third game, if necessary, is played to 15, win by 2.
   e. Prior to the first game, the two teams should play rock, paper, and scissors. The winner of rock, paper, and scissors will have to option to choose to serve, receive, or choose their side of the court.
   f. Teams switch sides of the court after each game.
   g. The game is self-officiated.

4) **Playing the ball**
   a. Teams are allowed 3 successive hits to get the ball over the net.
   b. A player may not have two consecutive hits on the ball, with the following exceptions:
      i. A player can make a second consecutive contact after a block
      ii. A player may make 2 consecutive hits on the first touch of a hard driven ball
   c. The ball may be played by any part of the body.
   d. A ball in the vertical plane above the net may be played by either team.
   e. When two players on the same team contact the ball simultaneously, it is considered one team contact and either player is eligible to make the next contact on the ball.
5) Carries
   a. When the ball visibly comes to rest (even momentarily) in the hands or arms of a play, it is considered as having been held. Scooping, lifting, pushing, or allowing the ball to roll on the body shall be considered to be a form of holding.

6) Blocking
   a. Any player that takes part in a block is eligible to make the next contact on the ball.
   b. The block counts as the first of the three team touches.
   c. Blocking or attacking a serve is illegal.
   d. During the block, the player may reach over the net provided it does not interfere with the opponent’s play. A blocker cannot contact the ball on the other side of the net until their opponent has completed their attack.

7) Net play
   a. A player may not cross into their opponent’s side of the court.
   b. If a player’s action causes that player to contact the net at any point during the rally with their body or uniform, it is a fault. (Exception: hair)

8) Service
   a. The server may move freely within the service area.
   b. The server may not contact the service line at the point of contact for the serve.
   c. If the server is completing a jump serve, they may land within the court boundaries, provided they take off completely behind the service line.
   d. If after releasing or throwing the ball for service, the server allows the ball to fall to the floor without being hit or contacted, the service effort shall be cancelled and the server will be allowed to re-serve. The server is permitted only one re-serve per once during each term of service.
   e. Let serves are legal – the service is legal if the ball passes over the net between the net standards or their indefinite extensions with/without touching the net.
   f. The team who receives the serve in Game 1 serves first in Game 2.
   g. The players of the serving team must not, through screening, prevent the receiving player from watching the server or the trajectory of the ball. Screening is illegal and a fault.