SAND VOLLEYBALL DOUBLES RULES

1) General Information
   a. Any person who has purchased either the Full Intramural Membership or the Individual/Dual Membership is eligible to participate in Racquetball Doubles. The following persons are eligible to purchase memberships:
      i. Student or employees; individuals associated with Campus Ministry, VCOM, Vet Med; Visiting Scholars; CRC Employees, and Long Term Guests (except Dependents). Such persons are eligible until they withdraw from the University or fail to comply with eligibility guidelines.
      ii. Alumni are not eligible to purchase the Intramural Membership unless they fall into one of the previous categories mentioned.

   **All memberships may be purchased online. To complete your purchase of an intramural membership, you will be required to watch an online video presentation covering the basic policies of the program.**
   b. The format of play is a single elimination tournament with a “play-by” date located in-between each tournament match.
   c. To set a match with your opponent, use the phone list on the bracket document, and agree on a time to meet and play. You must play before or on the “play-by” date given each round, but the result must be submitted by the “play-by” date.
   d. After each completed match, the “winner” of the match should submit the results via the webpage.
   i. Select the Volleyball from the sports menu bar then “Schedule/Results” under “Sand Volleyball Doubles Tournament” then on “submit results”. Enter the information and hit send.
   e. Check the webpage everyday after 1:00pm to view the updated tournament bracket to see whom you play in the next round.
   f. If you forfeit any of your games, you forfeit out of the rest of the tournament.

2) Players and equipment
   a. Teams will 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 will be available for rental from the Intramural Sports office. Contact the office at 540-231-8297 or imsports@vt.edu to rent a volleyball.
3) Playing area
   a. Teams may play on any sand volleyball court throughout campus or off campus if desired.
   b. Teams will be responsible for outlining the court for play.
   c. Court dimensions
      i. The playing area is a rectangle measuring 16 x 8 m.
   d. If a ball lands on the line, the ball will be considered in.

4) Game play
   a. Matches will consist of a best 2 of 3 games.
   b. All games will be played using rally scoring. Every serve (unless replayed) will result in a score, regardless of who served the ball.
   c. Scoring
      i. A point will be 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 will be played to 21, win by 2. The third game, if necessary, will be 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 will switch sides of the court after each game.
   g. The game will be self-officiated.

5) 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.

6) 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.

7) Blocking
   a. Any player that takes part in a block will be eligible to make the next contact on the ball.
   b. The block will count as the first of the tree 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.

8) Net play
   a. A player may not cross into their opponent’s side of the court, regardless if it interferes with play.
   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)

9) 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 considered good if the ball passes over the net between the net standards or their indefinite extensions with or without touching the net.
   f. The team who receives the serve in Game 1 will serve 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.