



Recreational Athletics Intramural Sports



BEACH VOLLEYBALL RULES

Adhere to NIRSA Rules as needed.

A. PLAYERS

1. Play is 4 on 4
2. Teams must have 3 players to start a match
3. Co-Rec Possible player combinations
 - a. 2 males and 2 females
 - b. 2 males and 1 female
 - c. 1 male and 2 females
4. Consult IM program's eligibility policy
5. Teams can substitute upon receipt of the serve and they rotate clockwise.
6. Unlimited number of substitutions, however, subs must replace server, except for injury reason.

B. EQUIPMENT

1. Standard ball will be used & provided by IM Sports Program.
2. If teams agree on a game ball, ball will be permitted as long as appropriate.

C. GAME PLAY

1. Begin Game/Coin Toss
 - a. Winner of the coin toss will decide whether to take first serve or choose which side of court to start the match.
 - b. Option is alternated in each succeeding game.
2. Timeouts
 - a. Teams will receive 1 timeout for the entire match.
3. Scoring
 - a. Best of 3 games.
 - b. Non-deciding games up to 25 points, rally scoring (point on every serve).
 - c. Deciding game up to 15, rally scoring
 - d. Teams must win by 2 points. There is no cap.
4. Serve
 - a. Serve may be over hand or underhand.
 - b. Server must serve with both feet behind end line.
 - c. Serve must cross net or team will lose point and serve.
 - i. If serve hits the top of the net and goes over, the ball is live.
5. First Ball
 - a. When receiving the serve, a player can use multiple finger action. Serve cannot be spiked or blocked at the net.
6. Movement
 - a. Players may interchange position to pass or block, only after serve & must return to rotation position after that point is won or loss. Backcourt positions may not spike in front of attack line.
 - i. The server is considered the only back row player. All other players may attack at the net.
7. Violations
 - a. Teams will lose point and the serve for the following:
 - i. Carry
 - ii. Touching net
 - iii. Crossing centerline
 - iv. Illegal rotation
 - v. More than 3 hits to get ball over net (not including block), double hit (not including a ball simultaneously hit by opponents)

- vi. Contact with the ball while it is on the other side of the net.
 - vii. Foot fault on serves
- 8. Out of Bounds
 - a. Teams must play ball within sand court boundaries.
 - b. Balls that go on to adjacent court are out of play.
- 9. Center Line and Net Play
 - a. A player's foot may not completely cross the center line. A foot may touch the line as long as the entire foot does not cross over into the court.
 - b. Players may not come into contact with the net at any point in the match. Players may reach over the net in an attempt to block or spike a ball but may not hit the net in the process.

D. SPORTSMANSHIP

- 1. All individuals participating in intramural sports are subject to the Drexel University Office of Student Conduct and Community Standards handbook. Issue of harassment, violence, disorderly conduct or detrimental behavior will be reported and handled according to university protocol.
- 2. Ejections
 - a. Player ejected after 2nd violation.
 - b. Team expelled upon 4th violation

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| <p style="text-align: center;">Remember the Sportsmanship Policy! <i>Consult the IM Sports Office.</i></p> |
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