6v6 Giant Sand Volleyball Rules

**Please refer to the Participants’ Manual for a complete list of all Intramural Sport guidelines & procedures**

THE GAME WILL BE PLAYED ACCORDING TO THE CURRENT NATIONAL FEDERATION OF STATE HIGH SCHOOL ASSOCIATION’S RULES AS DISCUSSED WITH THE FOLLOWING EXCEPTIONS:

A. General IM Procedures
   a. Teams should arrive 15 minutes before the game to check-in with the supervisor. All participants must display a valid Carolina Card, or be able to show their digital Carolina Card via the GET Mobile app before each game in order to play. No ID – No Play – No Exceptions!
   b. Teams are expected to begin the game at the schedule time. Game time is forfeit time!
      i. Forfeits: If your team does not have the minimum amount needed to start your game at game time, you will receive a forfeit. You then have 3 business days to come into the IM office and pay a $15 forfeit re-entry fee or you will be withdrawn from the league. You will also receive a 1.0 sportsmanship rating for that game
      ii. Defaults: If you notify the IM office by 3p on the day of your game (*by 12pm on Sunday for Sunday games) your team will receive a default (instead of a forfeit). You will not need to pay the $15 re-entry fee and you will receive a 3.0 sportsmanship rating (instead of a 1.0)
         1. Teams that don’t have the minimum number of players required to play on their www.imleagues.com roster by 3pm the day of their game (Monday through Friday) or 12pm the day of their game (Sunday) will have their game automatically defaulted by the USC Intramural Sports office.
   iii. The USC Intramural Sports Office can be reached:
         1. By email at intramurals@sc.edu
         2. By phone at 803.576.9387
         3. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D
   c. To receive the latest USC Intramural Sports schedules, scores, and updates be sure to download the Imleagues app directly to your phone.
   d. The USC Intramural Sports Rainout Line number 803-574-1504. The Rainout Line also has a downloadable app option for the most up to date game updates: https://rainoutline.com/search/dnis/8035741504
   e. No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the field.
   f. Sportsmanship: Each team will be given a sportsmanship rating 1-4, in accordance with the Participants’ Manual, from the officiating crew/on-site supervisor following the game. If a player is ejected, their team may play down a person for the remainder of the game.
   g. Protest: The only 2 things that can be protested are rule interpretation & player eligibility.
      i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next play.
      ii. Protests of alleged ineligibility should be made immediately to the intramural sports staff rather than waiting to see the outcome of a game.

B. Location
   a. All games will be played at the Strom WFC Sand Courts, located on the outdoor pool deck

C. Players
   a. Each team will consist of 6 players on the court at one time with unlimited subs. To avoid a forfeit, a team may start with no less than 4 players. Substitutions shall be made only during dead-ball situations out of the server’s position.
   b. All Players must rotate including the server. (Servers must change during each rotation)

D. Equipment
   a. The giant volleyball will be provided by the Intramural Sports program.

E. Pre-game
a. The supervisor and the captains will meet at the net and determine who starts with serve and who will pick side based on a “behind the back, 2 or 1” method

F. Scoring/ Legally Contacting the Ball
   a. Each game will be played until a team reaches 15 points (rally scoring).
   b. Each team is entitled to a maximum of three hits, excluding the block, to return the ball to the opponent’s court.
   c. The same person may not hit the ball two (2) times in a row.
   d. The ball may not be kicked or headed at any time.
   e. No leaning or sitting on the ball.

G. Serving
   a. The server will serve approximately 10 feet from the net.
   b. Two members of serving team may hold the ball up for the server to hit out of their hands on a serve.

H. Play at the Net
   a. A ball sent over to the opponent’s side, must cross over the net between the ends of the net
   b. A ball may be played out of the net, assuming the team has hits left to play.
   c. A player may not come into contact with the net in any setting (only exceptions are clothing & hair.)
   d. Servers must stay in the back row and cannot spike or block at the net. They are the only member on the court that is not allowed to attack at the net.

I. Time-Outs
   a. Each team is entitled to a one (1) timeout per match.

J. Format of the Tournament
   a. The format of the tournament will be based on the number of teams that register. Please be prepared to play multiple games on the scheduled night(s) of the tournament.
   b. All teams must maintain at least a 3.0 sportsmanship rating average in order to stay tournament eligible.