

Note: United States Volleyball rules will be used with in-house LSU UREC modifications.

RULE ONE: THE GAME, FIELD, PLAYERS

Section One: General Provisions

- A. Eligibility
 - a. This activity will be conducted according to standard eligibility rules as set forth in the current LSU University Recreation's Intramural Sports Participant Handbook.
 - b. Participants must be listed on their respective team rosters prior to participating and an LSU Tiger Card must be shown prior to entering a contest.
 - c. The participation by an ineligible player will subject the offending team to forfeiture of the contest in which the ineligible player participated, and possible removal from the leagues.
- B. Players
 - a. The game shall be played between two teams of four (4) players each on the court.
 - i. CoRec: Must be equal genders (2 males, 2 females) but never exceed the plus one rule.
 - b. A team may begin a game with a **minimum of two (2) players**. If a team is not represented with at least two (2) players at game time, the respective team will forfeit the game with a score of 1 to 0.
 - i. CoRec: Must start with one male and one female. Cannot start with two of the same gender.
 - c. Team representatives (players, substitutes, coaches, trainers, and other persons affiliated with the team) are subject to the rules of the game. Sand Volleyball is **self-officiated**. Any disagreements in judgement will result in a replay. **All patrons are under the jurisdiction of the Intramural Sports Staff from their moment of arrival to their time of departure.**
 - d. CoRec teams must have at least two (2) males and two (2) females.
 - e. A maximum of six (6) individuals may sign in each night for Men's and Women's and a maximum of eight (8) individuals may sign in each night for Co-Rec.
 - f. Only two club or former college volleyball players (one (1) year removed) are allowed per team.
- C. Inclement Weather
 - a. The decision to play scheduled games threatened by bad weather or wet playing areas will be made at 3:00 pm on that day.
 - b. Players should call the Rain Hotline (225) 578-7246 (LSU-RAIN) to obtain information regarding the status of the games for that day.
 - c. If games are canceled due to inclement weather, Intramural Sports will attempt to reschedule the game as soon as possible. If a game cannot be rescheduled, both teams will receive a TIE and a 4 in sportsmanship for that contest.
- D. Sportsmanship Rating
 - a. The Intramural Sports Program expects all participants to conduct themselves in a sportsmanlike manner. **In order to be eligible for the playoffs, a team must have a sportsmanship rating of at least 2.5 over the regular season.** During playoffs, a sportsmanship score of at least (3) each game will guarantee advancement for the winning team. A winning team with sportsmanship of 0-2 will be reviewed by the staff to determine if they advance. Following the game, officials evaluate and issue sportsmanship points to all teams. The breakdown of points is as follows:

4 (Exceptional)

A sportsmanship of 4 will be given for an Exceptional contest. Teams, spectators, and affiliates were all overly respectful and courteous towards the opposition and/or all UREC staff.

3 (Normal)

A sportsmanship of 3 will be given for a contest that runs normally. In this instance, players and spectators were

respectful and courteous towards the opposition and/or all UREC staff.

2 (Some Static)

A sportsmanship of 2 reflects a situation where a team explicitly displays actions that are deemed to be unsportsmanlike or unfitting of the game. The team and spectators have many moments of questionable activity and show little respect and courtesy towards the opposition and/or all UREC staff. This is the lowest rating a team may receive if there were no unsportsmanlike penalties/fouls called. **Defaulted games will result in the Defaulting team gaining a 2 in sportsmanship for that contest.**

1 (Difficult/Harassment)

A sportsmanship of 1 reflects a team who had little to no control over team members and spectators. The team constantly showcased questionable activity and showed no respect for the opposition and/or all UREC staff. **The ejection of a player will result in that player's team gaining a maximum of 1 in sportsmanship for that contest. Teams with multiple unsportsmanlike penalties will receive a maximum of 1 in sportsmanship for that contest.**

0 (Unacceptable)

A sportsmanship of 0 reflects activity that is completely unacceptable for any UREC participant(s). Teams exhibit blatant actions of disrespect towards the opposition and/or all UREC staff. **Teams that permit the participation of an ineligible player (for any reason) will receive a 0 in sportsmanship for that contest. Teams with three unsportsmanlike penalties/actions will receive a 0 in sportsmanship for that contest. Forfeited (non- appearance) games will result in the offending team gaining a 0 in sportsmanship for that contest.**

Section Two: Ground Rules

- A. Court
 - a. Games will be played on the courts located at the LSU Student Recreation Complex near the Tennis Courts.
 - b. Boundary lines that are incidentally moved during a point shall not cause the rally to stop.
 - c. Games will be self-officiated and score will be reported to and inputted by the on-duty supervisor.

Section Three: Equipment

- A. Ball
 - a. The official game ball must be agreed upon by both team captains. If a ball cannot be decided on, the UREC ball will be used.
- B. Players
 - a. All players must wear shirts.
 - b. Players are not permitted to wear shoes. Socks are allowed.
 - c. Players must remove all jewelry prior to participation, including (but not limited to) piercings, watches, necklaces, and bracelets.
 - d. Protective equipment may be worn by any player at all times. However, it must be worn properly. Padding must cover splints, braces, and/or casts.
 - e. The Intramural Sports staff may prohibit the use of any type of protective equipment that presents considerable risk to the safety of other players.
 - f. The Intramural Sports staff may prohibit the use of any equipment that may perceptibly affect the game, compromise the safety of participants or fans, or enhance a player's performance
 - g. Equipment that includes computers, electric components, or mechanical devices shall be declared illegal.

RULE TWO: GAMEPLAY AND SCORING

Section One: Gameplay



- A. Contacts
 - a. On contact, the ball may touch any part of a player's body.
 - b. Services may contact the net as long as it crosses over the net and lands between the boundary lines.
 - c. Players are permitted to break the centerline underneath the net as long as it does not interfere with other players. Contact with the net is not permitted.
- B. Services
 - a. Players who are serving must do so from behind the backline and within the sidelines.
 - b. Teams are not required to rotate positions. However, servers must rotate and continue to serve in the same order throughout the match.
- C. Faults
 - a. The following plays are faults and should result in a point for the opposing team:
 - i. Fourth Touch
 - ii. Catch
 - iii. Double Contact
 - iv. Contacting the Net
 - v. Contacting an Opponent During Play
 - vi. Crossing the Center Line

Section Two: Scoring

- A. Keeping Score
 - a. Teams will play until one team has won two (2) games.
 - b. Each of the first two games will utilize rally scoring and be played to 25 (win by two). If the game continues past the 25 points, the first team to reach 30 should be declared the winner.
 - c. If a third game is needed to decide a winner, the game will be played to 15.
- B. Grace Period
 - a. In the instance of a team not being present by at least two (2) players at the scheduled start time, the game will be forfeited.

Section Three: Substitutions

- A. Substitutes
 - a. Substitutions are permitted after any point.
 - b. In contests where substitutes are utilized, teams must follow a continuous substitution pattern.
 - c. Substitutes may only enter at the service position when a team rotates service.
 - d. Players do not need to rotate positions, but teams **MUST** rotate serving order.
 - e. ***In CoRec games, men must substitute for men, and women must substitute for women in order to maintain consistent gender ratios.***
 - f. Penalties for any illegal substitutions may include unnecessary delay infractions and sportsmanship deductions.

RULE THREE: PROTESTS

Section One: Protests

- A. Types
 - a. Illegal player or players. The protest must be made while the players are still in the game and before the officials leave the playing field.
 - b. Ineligible player. The protest must be made within 24 hours of the end of the game. The Intramural Sports staff will rule on the protest.
- B. Procedures
 - a. Team captains must initiate protests. The Intramural Sports staff on site, including officials and supervisors will determine the next action to take place.

