

Bellarmine University Intramural Sports

MUD/SAND VOLLEYBALL RULES

ELIGIBILITY RULES

1. Bellarmine University Intramural Sports program participation is voluntary and individuals use facilities at their own risk. Participation in any physical activity involves inherent risk and even when safety precautions are utilized, injuries and accidents can occur. The Sport, Recreation, and Fitness (SuRF) Department would like to encourage each individual to consult their physician and obtain adequate personal health/accident insurance prior to participation in our programs.
2. You must have a Bellarmine University ID to participate. NO ID, NO PLAY...NO EXCEPTIONS!
3. No Person shall play on more than one team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
4. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly SuRF for a period of time determined by the Intramural Director.

GAME PLAY

1. There will be a "5 Minute Grace Period". At game time the clock will start and the team who is present will receive 3 points every minute. At the end of 5 minutes if the opposing team has not shown up the game will be declared a forfeit. The team that is present will win the game 18 – 0 (3 points at the start of the clock and 3 points each minute). If a team shows up during the grace period the contest will begin with the score that accumulated during the that 5 minute period (the team shows up 3 minutes late and will be down 12 – 0 with 9 minutes to go in the first half).
2. League matches are composed of two (2) out of three (3) games, to 25 points. All games will be rally scoring. If a third game is necessary, it will be played to 15. Note: Games may be shortened if there are a large number of teams registered. That decision will be made on the game site by the Intramural Staff.
3. Teams must rotate the servers—but players are allowed to play any position desired.
4. The serve may be completed from any place along the end line.
5. The teams will keep charge of:
 - keeping score
 - calling "bad hits" (i.e. double hit, carry, poor technique)
 - calling lines (when in dispute)
 - reporting the results of each game to the IM supervisor on duty
6. A team may play 3-6 players. Players may be either male or female in the men's division. Women's division consists of all female participants.

CO-REC RULES

1. **Team:** Teams may consist of 3 men and 3 women. A team may start the game with three (3) players. There may never be two (2) more of one gender on the court at any time.
2. **Substitution:** There will be unlimited substitution, but a player must rotate three (3) positions before someone can replace him other than the player he/she replaced. That keeps people from playing only front or back row. Exception: a substitution may occur in the event of Injury. If a team abuses the unlimited substitution rule, the official will warn the team; if the abuse continues, the abusing player may be ejected from the match and point or side out will be awarded.
3. Men and women must alternate positions in the serving order.

07/2012