

**INTRAMURAL SAND VOLLEYBALL**  
**Manchester University**  
**Rules and Regulations**

1. Each roster will consist of 8-9 players. Six will play at one time. Co-Rec teams need equal numbers of men and women on the field. A game may be played with five players. **“In-Season” intercollegiate athletes are restricted from participating in their current sport. “Off-Season” athletes are allowed to participate with no more than two (2) intercollegiate athletes per roster in that sport. In the case of co-recreational leagues, no more than two (2) intercollegiate athletes are allowed on a roster in that sport. A student is considered an intercollegiate athlete in a sport if he/she is on the sport’s official roster after the start of intercollegiate competition for the season.**
2. Outdoor volleyball will be played using the honor system. Each team will call out its own violations which include, but are not limited to: out-of-bounds calls, carries, serving faults, net violations, and illegal hits. If, in your opinion, your opponent has not made an honor call, you may appeal to the player involved and replay the point if you are certain of the offense.
3. The roster signature for each player indicates the participant has read about and assumes the risk for any injuries that may occur during the sports competition. See the **MU Source for appropriate principles of conduct**. Direct any questions to the PERC Intramural Office x5390.
4. The first team to win 2 games to 15 points by a margin of two points wins the match. A one hour time limit will be placed on the match and games will begin at the scheduled starting time. In the event that match is in the second game and is called due to time, the winner shall be the team with the most points of the combined games. If called in the third game, the winner will be that team which is ahead in the third game by any margin.
5. A coin toss shall determine the team to serve first at the beginning of the first, and if necessary, the third game of the match.
6. Both teams should keep the score so there are no misunderstandings with the server calling out the score prior to each serve, stating his/her score first. (Ex. "Twelve serving nine.").
7. The winning captain shall report the score to the Intramural Student Supervisor on duty before leaving.
8. A serve may not be blocked at the net.
9. Teams shall switch ends of the court after each game and when one team reaches 8 points in the third game.
10. Only players on the roster may participate. No changes will be allowed after the first match of the season.
11. Any team failing to show within 5 minutes of the starting time of the match will forfeit that match. No team shall begin play with less than **3** players. A team arriving with 3 players that, during the course of the match, has a player injured may continue to play.
12. Any accidents or injuries must be reported immediately to the Intramural Student Supervisor on duty.
13. Each team must use regular clockwise rotation and change positions on each new serve. No team shall play with more than 6 players at one time. If more than 6 players are present for the match, a new person rotates into the lineup on each new service at the center back position.