



Florida Southern College Intramural 2v2 Sand Volleyball Tournament Rules

General Information

- 1) All participants must have their current valid FSC ID card with them
- 2) All participants must arrive to the playing surface 15 minutes before game time.

Rosters

Adding players to rosters is allowed in all team competition. The player must bring his/her FSC ID card to the team's game to be added to the roster. The player must check in with the IM Staff and then they will be added to the roster. Players can be up to when playoffs start. Rosters are frozen after the teams last regular season game. After a player is added at the game-the following day the office will check to make sure the player is legal, if the player is found to be illegal the team will forfeit any games that the illegal player participated.

Eligibility Requirements

Intramurals are open to current FSC students, faculty, and staff with FSC ID. All current full-time students, faculty and staff regularly enrolled in any department of Florida Southern College are eligible to enjoy all Intramural activities. Participants shall remain eligible until they graduate, withdraw or fail to comply with the rules of eligibility. This privilege may also be revoked/suspended by the Intramural Advisory Council or the Assistant Director for just cause at their discretion. Participation in the Intramural program is entirely voluntary and is a privilege, not a right. All full-time students (twelve or more hours per semester constitute a full-load) are eligible to enter into any intramural activities provided they do not break any other eligibility policies listed in this Article. Any part-time student is eligible to participate in Intramural activities provided he or she meets all of the following criteria:

- Is pursuing a degree during the year in which he/she is classified as a part-time student.
- Is enrolled in a departmental day course offered by the college to earn credit for graduation.
- Has paid the college activity fee.
- Received approval from the Assistant Director of Intramural Sports

For any questions regarding a varsity athlete, club athlete or professional athlete, etc. and their eligibility within the Intramural Sports program, please refer to the Intramural Sports Participant Manual. This manual can be found on the Wellness Website or on IMLeagues.

If an Intramural employee determines that an individual is attempting to check in with false identification in order to participate in an Intramural activity, the ID will be **confiscated** and that individual will not be allowed to play. If it is determined the participant used improper identification, the team will forfeit any contest the person participated in. In addition, any individual caught trying to check in with an ID card that is not his/her own has jeopardized themselves and the owner of the ID to disciplinary action by the college. Non-FSC students are not eligible to participate in the Intramural program. Any non-student found to be participating will cause the team he participated with to forfeit any contests he participated in. Additionally, the forfeited games will result in a Sportsmanship Score of zero being averaged into the team's overall Sportsmanship Rating.

National Federation High School volleyball rules and NIRSA rules will govern all play for any rule not mentioned in the following intramural rules:

Pre-Game Responsibilities

Teams are encouraged to arrive at least 15 minutes prior to their game's scheduled start time. Teams are allowed a five (5) minute grace period. Teams arriving after the grace period will forfeit the contest. IM supervisors will make the call regarding the grace period.

Games start with rock paper scissors to determine who serves/receives first OR who chooses side first

Members must bring their Student ID's to the game to get checked in properly.

Equipment

Players must remove watches, rings, chains, and all other jewelry that may cause injury.

Game balls will be provided by IMs. Balls will be available to warm up with.

Players

The game will be played between two teams of three players each. There will only be a Men's, Women's, and CoRec division.



Games and Timing

Before the first game, Rock Paper Scissors (RPS) will be played. The captain winning the RPS will have the option to serve/ receive or playing area. Matches going to a third game will require another RPS for serve with the same options as above.

The tournament will consist of single-elimination matches. Each match will consist of a best two-out-of-three format. Each game is to 15 points, must win by two, rally scoring, no cap on number of points needed to win. If needed, the third game is played to 11, win by two, rally scoring, no cap on number of points needed to win.

Time Outs: Each team is entitled to one, thirty-second time out per game.

Boundaries

A ball striking the an overhead obstruction above a playing area shall remain in play provided the ball contacts the obstruction on the side of the net that is occupied by the team that last played the ball, and the ball is legally played next by the same team.

A ball is permitted to hit the net on serves.

A ball that strikes the boundary line is still considered in bounds.

Serving

The server must hit the ball with 1 hand, fist or arm while the ball is held, or after it is released by the server.

The server must serve from within the serving area and shall not touch the end line at the instant the ball is contacted for the serve.

The server's body may be in the air over or beyond the serving area boundary lines, having left the floor from within the serving area.

A re-serve will be called when the server releases the ball for service, then drops it to the ground.

A team continues serving until it commits a foul or the game ends.

Reffing

Games will be officiated by the teams themselves. There will be an IM staff member present on each court to assist in settling disputes, but they will not be making calls in regards to the game.

If a dispute cannot be resolved, the point will be replayed.