

INTRAMURAL

Beach Volleyball

FORMAT: This is a 4 player (outdoor) league. The exact tournament format will depend on the number of teams that register. The games will be played at the Alumni sand volleyball courts located across from South Campus and The Nathan Hale Inn as well as the West campus sand volleyball courts.

ROSTERS: Teams must have a full roster by the end of registration in order to be entered into the tournament.

Roster additions must be completed through IMLeagues by 4:00PM on Friday, September 15th. Teams whose rosters do not have the minimum number of players by the end of registration will be dropped from the tournament and captains will be charged for a forfeit fee. **No roster additions will be allowed at the game site.**

FORFEIT PROCEDURE: If a team fails to have the required number of participants at the scheduled game time, the opposing team who is present will automatically win the game by forfeit. The team who forfeited may remain eligible for the remainder of the tournament depending on the tournament format. However, the captain of the forfeited team will be charged a \$25 fee on their University fee bill.

EQUIPMENT:

1. All equipment will be provided for each game.
2. Sneakers or bare feet will be allowed.

GAME FORMAT:

1. Each team must have four players. There are no gender restrictions in place (any combination of male and female players).
2. A match consists of a best 2 out of 3 sets (25,25,15).
3. All games will use rally point scoring. No cap, win by two.
4. Initial possession will be determined by a coin toss.
5. Each game is self-officiated. Players are responsible for calling their own violations. It is up to the players to resolve any disputes. If there is a dispute that cannot be resolved on the court, play is stopped and the captains must consult the manager on duty. The Intramural staff will then determine a ruling – this ruling is FINAL.

USA Volleyball Rules Will Be Followed

RULES OF THE GAME:

1. Rotation is not necessary as long as players are following the proper service order.
2. Server cannot attack or block. (On the receiving side, the most recent server cannot attack or block).
3. The ball cannot be touched more than three times (block touches not counting as a touch) by a team, or twice consecutively by a single player.
4. The sand court will be outlined by where the sand meets the grass and will be judged based on each team's honest judgment.
5. Subbing is unlimited, as long as they fall within proper substitution procedures. If a player is injured and a team does not have any substitutions, the team may finish the game with less than four players.
6. The ball may be pursued outside the boundaries of the court as long as it is put back into play and put over the net inbounds within three hits.

If you have any questions please contact Nick D'Amato (Coordinator of Intramurals & Tournaments)
at 486-8126 or by e-mail: nicholas.damato@uconn.edu

Schedules and results will be available on the IMLeagues webpage.



@UConnIntramural