



**UMW CAMPUS RECREATION**  
**MEN'S, WOMEN'S AND COREC BEACH VOLLEYBALL INFORMATION SHEET**

**A. Key Dates**

1. Team Registration Period: Monday, August 22<sup>nd</sup>-Thursday, September 1<sup>st</sup>
2. Tournament Date: Sunday, September 4<sup>th</sup>

**B. Rules of the Game**

1. Intramural Beach Volleyball is 4-on-4.
  - a. In CoRec, the number of male and female players cannot differ by more than 1. If possible, there should be an equal number of field players of each gender.
2. Matches will be best of three games. For the first two games of the match, the score will be to 21 points and win by 2 points, or first to 25 points. In the event of a third game, the teams will play first to 15 points.
3. All matches will have a maximum time length of 45 minutes. If the time limit is reached, the team winning will be declared the winner. If the team that lost the first match is winning in the second game, the second game will end, and the third game will be played first to 5 points, alternating serves.
4. All games will be scored under the rally scoring system, where a team receives a point every time the ball touches the ground.
5. Substitutions can only be made for a player when their rotation for serving comes up, and before they begin to serve.
6. A coin toss will determine who serves and which sides to begin the match. The team that wins the coin toss will have the option to choose whether or not to serve or choose side. Teams will switch sides at the end of each game.
7. Players must rotate clockwise each time their team wins the serve back.
8. Players may move out of position after the ball has been served.

**\*\*Rules not outlined in this sheet will follow the National Federation of State High School Association (NFHS) Rules\*\***

**C. Player Eligibility**

1. All current undergraduate and graduate students, and Faculty/Staff of the University are eligible to play. Such persons will remain eligible until they withdraw from the University or fail to comply with eligibility standards.
2. A valid, UMW EagleOne card is required to play. Participants must present this card before the start of the game in order to sign-in for the game. ID cards must be readable and in proper condition. Cards with unrecognizable pictures, names or ID numbers will not be considered valid.
3. Participants may play for only one single-sex team and one CoRec team.
4. Team captains are responsible for checking player eligibility for his/her teammates and the players of the opposing team. The Intramural Staff is not responsible for checking player eligibility, but reserves the right to impose disciplinary action for players/teams discovered to be ineligible.
5. As long as the game is ready to begin on time, any participant who arrives after that time may participate provided they properly check in.
6. Refer to the Intramural Sports Handbook for questions regarding Varsity athlete eligibility or eligibility in general.

#### *D. Sportsmanship*

Intramural Sports expects all participants and their spectators to conduct themselves in a sportsmanlike manner at all times. Unsportsmanlike conduct or other inappropriate behavior occurring in Recreational Sports indoor and outdoor facilities before, during, and after intramural events will not be tolerated. Teams and their captains will be held accountable for the actions of their players (both participating and non-participating) and their fans. Officials and the Intramural Sports staff have the authority to impose and enforce penalties on teams, players and/or fans that have committed offenses. Penalties for post-game, playoff, and tournament play violations may be carried over into subsequent games and/or sports seasons.

Following each game, officials and/or supervisors will evaluate team behavior and issue sportsmanship rating for all teams. Captains may view their sportsmanship rating online on IMLeagues. Questions regarding particular sportsmanship ratings should be directed to the Intramural Sports Staff by emailing [umwimsports@gmail.com](mailto:umwimsports@gmail.com). In order to be eligible for the playoffs, teams must have an average sportsmanship rating of 3.0 for all regular season contests. In the playoffs, teams must receive at least a 3.0 to advance to subsequent rounds.

The sportsmanship ratings will follow these guidelines:

**“5” Excellent Sportsmanship:** Players cooperate fully with opponents and officials. The captain calmly converses with officials and has full control of his/her teammates.

**“4” Good Sportsmanship:** Team members display minor disagreement and unsporting behavior. Teams receiving an unsportsmanlike penalty/foul are not eligible to receive a rating higher than a “4” for that game. A team that wins by forfeit will receive a “4.”

**“3” Average Sportsmanship:** Team members display disagreement and unsporting behavior toward officials and/or opponents. Teams receiving more than one unsportsmanlike penalty/foul are not eligible to receive a rating higher than a “3” for that game. Teams that default will receive a “3” rating.

**“2” Poor Sportsmanship:** Team members display a serious lack of control and continuously show unsporting behavior to officials and/or opponents from the field/sidelines. The captain has little or no control of team. Must have received at least one unsportsmanlike penalty/foul to receive a “2” or below. Forfeiting teams receive a “2” rating. Teams with an unsporting ejection cannot receive higher than a “2” rating.

**“1” Unacceptable Sportsmanship:** Captain has no control over team, resulting in an ejection. Team is completely uncooperative. Any team causing a game to be forfeited-other than by not showing – may receive a “1” rating.

**“0” Team Disqualification:** Player(s) ejected for abuse against a staff member or opponents. Team is disqualified for unsportsmanlike acts before, during, or after the game.

#### *E. Ejections*

The Intramural Sports staff reserves the right to eject any individual, team or spectator who interrupts the flow of the game in any manner. Players do not have to accumulate a minimum number of infractions to be ejected. Player may be ejected before, during or after any contest and ejections can be made by any official on the contest or any Intramural Supervisor or administrative staff.

The jurisdiction of the Intramural Sports staff begins when the participant or spectator enter the visual confines of the field/court and ends when the involved persons leave the facility in which the contest is being held and the visual confines of the playing area. Any ejected player(s) must **immediately** leave the playing area and the facility in which the event is being held. If the player refuses to leave, the game will be forfeited by the team committing the infraction. Captains must assist Intramural Sports staff with retrieving the ejected participant’s identification.

It is strongly encouraged that the ejected participant(s) cooperate with the Intramural Sports staff to ensure a smooth reconciliation of the situation and safety for everyone.

Anyone who is ejected will be suspended from all Intramural Sports activity until a meeting with Intramural Sports administrative staff has been conducted.

#### *F. Equipment*

1. Teams are required to wear shirt during all contests. Players are not required to wear shoes during the contest.
2. All jewelry except medical alert bracelets must be removed before play.
3. Taping over jewelry is not an acceptable alternative to removing jewelry.
  - a. If a supervisors suspects a team member has taped over jewelry, the team member will be asked to remove the tape. If a team member does not remove jewelry or tape, he/she is not eligible to play. Players wearing jewelry will be penalized according to sport rules.
  - b. This policy is strictly enforced—jewelry poses a safety risk for the player wearing jewelry and others.
4. Intramural Sports beach volleyballs must be used in the games.
5. No casts are allowed. No pads or braces are allowed above the waist.
6. Knee braces made of hard, unyielding material are not allowed unless covered with at least ¼ inch of closed cell slow recovery rubber or other material of the same minimum thickness and having similar physical properties (such as the Lenox Hill Sport sleeve or a Neoprene sleeve).
7. Any mistreatment of the Intramural Sports Equipment may result in an automatic ejection.

#### *G. Game Location and Parking*

1. All games are played at the Campus Recreation Field (CRF).
2. All participants are encouraged to park in properly marked University spaces to avoid being ticketed.

#### *H. Questions*

1. Email [umwimsports@gmail.com](mailto:umwimsports@gmail.com)
2. Visit the Fitness Center.
3. Consult the Intramural Sports Participant Handbook.

*\*\*Note: All Non-Sport Intramural Sports rules can be in the Intramural Sports Participant Handbook. This Rule sheet does not cover all Intramural Sports rules. Check the Handbook to ensure everything is followed correctly. \*\**