



2v2 OUTDOOR GRASS VOLLEYBALL RULES

These rules are a supplement to the National Federation of High School Rules.

All players must show their UGA ID Card before every game in order to participate. NO EXCEPTIONS!
All participants and spectators are REQUIRED to wear a mask and practice social distancing guidelines while participating in an Intramural Sport!

A. COURT/EQUIPMENT DIMENSIONS

- a. Net height is 8'.

B. MATCH

- a. Teams must arrive 15-minutes prior to the scheduled game time to allow time for sign-in, ID check, and warm-up.
- b. The match shall be played between two teams of two players each.
- c. A minimum of one player is required to avoid a default or forfeit.
 - i. If a match is played with one person, the opposing team may elect to play with one or both players.
- d. If a team does not have one player at its assigned court, signed in, and ready to play at its scheduled game time, the clock will start, and the following penalties will occur:
 - i. 1-MINUTE LATE = 2-0; 2 MINUTES LATE = 4-0; 3 MINUTES LATE = 6-0; 4 MINUTES LATE = 8-0 (END OF GAME AFTER 5 MINUTES, SCORE 8-0)
 - ii. *If a match is scheduled for 5:30pm, once the Competitive Sports Staff's official clock reads 5:35pm, that game will be declared a default/forfeit.*
- e. Teams will play two (2) matches in the one-hour division slot that they signed up for.
 - i. Example: The Wednesday 5pm division will play one game at 5pm, and one at 5:30pm.
- f. Matches will be played best two-out-of-three games to determine a winner.
- g. A coin toss will determine court or service.

C. SCORING

- a. Competitive Sports Supervisors will record the final score of each match, which will be self-reported by the players.
- b. There will be a time limit of 30-minutes per match.
 - i. **There will be no time limit for the Semifinal and Final matches during tournament play.**
- c. Rally point scoring will be used for all games. This means every time there is a serve, there will be a point to win for either team.
- d. Games will be played to 15 points, with a 17-point cap. A team must win by 2 points unless time expires. If time expires, the team leading will be declared the winner. The third game will be played to 13 points, with a 15-point cap.
- e. Teams will switch sides at the end of each set. If the match goes to a third set, teams will switch on the seventh (7th) point earned by one team.

D. SERVING

- a. To serve the ball, the server must stand behind the end line and between the sidelines. The server has five-seconds to serve the ball.
- b. Members of each team serve in turn with one server continuing his/her serve until a point is won by the opposing team.
- c. Setting the serve is legal.
- d. Attacking the serve is not allowed, and will result in a point for the service team.

E. PLAY

- a. No more than three hits are allowed to get the ball over the net. Four plays constitutes a violation

- b. If the ball touches the boundary line, it is considered good.
- c. A player may not enter an adjoining court at any time. A point or side-out will be awarded.
- d. If a barrier is down in the gym and the ball touches the barrier it is a dead ball.
- e. A ball may be recovered from the net anytime during the match.
- f. Teams shall change courts at the end of each game. In the third game, teams will change sides at once a team has reached 7 points.

F. PLAYER CONDUCT

- a. Unsportsmanlike conduct will not be tolerated.
 - i. The Competitive Sports Supervisor will have the final word on all rules, regulations, and disputes.
 - ii. Poor conduct, such as repeated arguing of calls, foul language, verbal abuse, or physical abuse will not be tolerated and will result in forfeiture of set or match or ejection from tournament.
- b. Taunting an opponent is considered unsportsmanlike conduct.
- c. All participants are required to wear closed-toe athletic shoes while participating in Intramural Sports.

G. FOULS

- a. It is a foul to step or have any other body part completely over the center line. It is not a foul to step on the line.
- b. Touching the net with any part of the body (excluding hair, shirt, etc) is a foul, except when the ball is driven into the net, causing it to hit an opposing player.
- c. It is an error to catch, lift, push, or throw the ball. The rules distinctly state that the ball must be "rebounded."
- d. The ball may not be touched by the same player twice in succession, however, after a ball has been blocked, the same player may hit the ball again. The block does not count as a touch.

H. ROTATION

- a. Players do not have to "rotate" positions on the court, but they must rotate the server.

I. SUBSTITUTION

- a. Substitutions may be made on a dead ball. There are no other substitution restrictions.

J. CLUB PLAYERS

- a. A club sport member is defined as any individual who is on the club sport's roster and participates in practices and/or plays in games.
- b. Once you are on or considered on the club team these restrictions apply for the entire school year (August 1st through July 31st). Those who violate this rule will be subject to further penalty outlined in the disciplinary section of the IM Participant Guide.
- c. Club sports members shall be eligible for intramural participation in the sport of their specialty, but a team is restricted to having only **ONE** such participant on its roster.
- d. Any team found violating this rule will risk forfeiting its season.
- e. Any player who violates this rule will be suspended for one calendar year from the date of infraction and may be subject to further penalty as deemed appropriate by the specialist for Intramural Sports and/or the Club Sports Executive Committee.