UNIVERSITY OF NOTRE DAME
INTRAMURAL SPORTS
SAND VOLLEYBALL

INTRAMURAL POLICIES AND PROCEDURES

A. ELIGIBILITY
   Interhall: Full-time Notre Dame undergraduate students are permitted to participate for the hall in which
   he/she resides. GFS: Notre Dame graduate students, faculty, and staff are eligible for participation. To play
   in all Intramural sports, participants must have a valid Notre Dame ID.

B. LOCATION:
   All games will be played at Riehle Sand Volleyball Courts.

C. FORFEITS/RESCHEDULES:
   If a team does not have the minimum amount of players at game time, that team will forfeit. No
   reschedules will be permitted in this sport. If a team cannot make a game, they may call Alex Morrison,
   Intramural Intern 631-3536 before 3:00 pm the day of the game or 12:00 pm on the day of game for
   weekend events and request a default. A default results in a loss, but is not considered a forfeit. Defaults
   and forfeits result in a 2-0 win for your opponent.

D. SCHEDULE:
   All schedules are posted online and it is the captain’s responsibility to check for updates/changes.

E. INCLEMENT WEATHER
   No weather-related cancellations will occur before one hour prior to the scheduled game time. If a game is
   cancelled, the captain will be called.

F. ROSTER ADDITIONS:
   Players may be added to the roster at any point during the regular season. Players may not be added during
   playoffs. **For Interhall play, all additions must have a properly filled out Roster Addition Form that
   includes a rector’s signature.**

G. INSURANCE WAIVERS:
   All players must fill out an insurance waiver before playing intramural sports. Waivers will be handed out
   at captains meetings and will also be available at the game site.

H. CHECK-IN:
   It is the responsibility of each player to find the supervisor working and check-in with them before playing
   in any intramural activity. Failure to check in with the supervisor and playing in any intramural activity
   may result in suspension from future intramural activity.

I. SPORTSMANSHIP:
   Participants and fans must respect players and intramural staff and follow instructions given to them by the
   staff. Foul language, taunting, or any other unsportsmanlike behavior will not be tolerated. Any
   participant or fan yelling, gesturing, or any other act in a negative manner toward opposing teams, players,
   fans, or RecSports staff will receive a penalty. These penalties will be assessed to the fan or participants
   team. These penalties can include a technical foul, yellow card, unsportsmanlike conduct, or sport specific
   penalty. If committed by a fan the captain of that team will be assessed the penalty. Any participant who
   receives a conduct penalty of this nature, must leave the field of play to fill out an Incident Report with
   RecSports staff. Sand Volleyball: The team committing the conduct penalty will lose a point and if they
   had serve, will lose the serve.

J. ALCOHOL, TOBACCO & DRUGS:
   Notre Dame Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at
   intramural events on or off campus. Furthermore, RecSports staff reserves the right to remove participants
   or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the
   assistance of authorities such as NDSP or member of The South Bend Police Department.
SPORT RULES

NIRSA rules administered in addition to the following:

A. SCORING
   1. GAME TIME IS FORFEIT TIME!
   2. Matches will be the best out of three games.
   3. Rally scoring will be used. The first 2 games will be to 21 points; if needed the 3rd game will be played to 15 points. Must win by 2.

B. PLAYERS:
   1. No jewelry is permitted.
   2. A team consists of four players.
   3. A minimum of three players must be present to start the game.
   4. Free substitution is allowed, but the player must stay in for one complete rotation.
   5. Teams will rotate one position clockwise when they earn a serve.
   6. Players may not touch the net with any part of the body. A spiker may follow through over the net, but not touch it.
   7. The ball may be hit with any part of the body, but the ball may not rest on any part of the body.

C. EQUIPMENT
   1. Teams must supply their own game ball.