SAND VOLLEYBALL 4’S RULES

Each player is responsible for presenting a current UNC ONE CARD or valid government ID at game time.

GENERAL RULES

THE PLAYERS

A. Each team consist of Four (4) active players in any division (Men’s, Women’s, Co-Rec)
B. You may play with a minimum of 3 players
C. 2 players results in a default
D. 1 player results in a forfeit
E. In Co-Rec game, the following combinations are required:
   a. Two (2) Men and Two (2) Women
F. Substitutions are open and unlimited

GAMES AND SCORING – ROUND ROBIN/LEAGUE PLAY FORMAT

A. All matches will be played at the South Campus Recreation Complex.
B. A match is best two out of three games with the first two games to 25 (rally score), and third set if necessary to 15. 45 minute time limit from the scheduled start of the game
   a. Should a team win the first two (2) games, the third game does not need to be played. However, teams may play the third game if they wish (Time Allowing)
   b. Should time expire, the team leading at the end of the time limit wins the game
C. Rally Scoring – A point shall be scored by the opponent each time a team commits a fault
   a. If the serving team wins the rally, it scores a point and continues to serve
   b. If the receiving team wins the rally, it scores a point and gains the serve
   c. The first two games will be played to 25 points (30) point cap and a team must win by two
   d. The third and final game will be played to 15 (20) point cap
   e. If time expired and the team winning the third set with a minimum score of 7 will win the game.
   f. If the third set is tied at the end of the 40-minute time, then next point wins the game (Sudden Death).

SINGLE, DOUBLE ELIMINATION, OR PLAYOFFS FROM LEAGUE PLAY FORMAT

A. Matches consist of winning two out of three games
B. The 45-minute time limit is not in effect for the playoffs
   a. Should a team win the first two (2) games, the third game does not need to be played. However, teams may play the third game if they wish (Time Allowing)
C. Rally Scoring – A point shall be scored by the opponent each time a team commits a fault
   a. If the serving team wins the rally, it scores a point and continues to serve
   b. If the receiving team wins the rally, it scores a point and gains the serve
   c. The first two games will be played to 25 points (30) point cap and a team must win by two
   d. The third and final game will be played to 15 (20) point cap

GENERAL PLAY

A. Cast are illegal
B. Clothing which has blood on it must be removed before the player may continue competition
   a. A substitute player should enter the game to all the player with blood to remove the soiled clothing
C. During the serve the ball may not be attacked by the receiving team
   a. It is Legal, however, to set a serve as a receiver
D. During the serve the ball is live if it contacts the net and passes over (let serve), as in the normal course of play
E. During the course of play, setting the ball over the net is allowed.
F. The ball may legally contact any part of the body. This allows any action with the foot, ankle, and lower leg that would be allowed with hands or arms

PLAYER ALIGNMENT

A. There are no restrictions on player alignment
B. You must rotate the serve