

‘4 on 4’ Sand Volleyball Rules

All participants must have & show their valid KENT STATE UNIVERSITY ID before the start of every match. Anyone without an ID will not be allowed to participate. No exceptions.

1. A team consists of four players. A game may not start or end with less than three players.
2. Each member of the team shall serve in turn: rotate clockwise.
3. The server shall stand with both feet behind the rear boundary line and may not step on or over the end boundary line until after the serve has been hit.
4. "Side-Out" is declared when a served ball hits the net.
5. If a player touches the ball or the ball touches a player, he/she is considered as having played the ball.
6. Players are not permitted to scoop, hold or lift the ball. The ball must be clearly hit.
7. It is legal to contact the ball with any part of the body as long as the ball rebounds immediately and does not "lay" against the body.
8. It is permissible to run "out of bounds"(but the player must remain in the sand) and play a ball before it contacts an object out of bounds. Once it hits an object out of bounds it is a dead ball.
9. A ball that touches a boundary line is considered in.
10. A ball touching the body more than once in succession is considered as a double hit and is illegal.
Exception: blocking (A hard driven serve or spike may contact the body more than once.)
11. A ball hit into the net is in play, provided the net is not touched by the players or it is not the third hit.
12. A ball is kept in play if it hits the net and goes over into the opponent's court during the volley, but not on serve.
13. One may play the ball twice during a volley, but not twice in succession.
14. If two players contact the ball simultaneously, it counts as one hit and either may play the next shot.
15. Players may not touch the net.
16. On a spike, contact with the ball must be made on his/her own side of the net, but may in the course of his/her follow through cross-over (but not touch) the net.
17. The first team to (15) fifteen points wins the game provided there is a two-point lead. The third game of a match will be rally scoring.
18. Wearing jewelry is not permitted during matches. Penalty will be point or side out; and play will not continue until the player has removed his/her jewelry.
19. Substitution can only be made for the server position, except in case of injury.
20. Players may cross the center below the net or outside the poles; either before, during or after a legal play of the ball, provided that this does not interfere with the opponent's play.

CO-REC RULES

1. If a team hits the ball more than once in a single volley, a female must make contact with the ball before the ball goes over the net.
2. At no time can there be more males than females on the court for a team. A team may play with two females and one male, but may not play with two males and one female.
3. All other rules apply.