Grass Volleyball Rules
MINNESOTA STATE UNIVERSITY - MOORHEAD INTRAMURAL SPORTS
LAST UPDATED: March 15, 2013

Rule 1: General Eligibility

Section 1: Participants
Participation is limited to currently-enrolled, fee-paying MSUM students, faculty members, and full-time staff. All players must sign-in with the supervisor at the event site prior to the event starting to participate.

Rule 2: Equipment/Start of Game

Section 1: Beginning of the game
A. There will be a coin toss to determine who serves first to begin the game.
B. Each team must have 4 players consisting of 2 females and 2 males, no exceptions.

Section 2: Equipment
The following equipment rules will apply:
A. No jewelry may be worn during competition. This includes but is not limited to: earrings, rings, necklaces, facial piercings, etc.
B. Players must wear tennis shoes or similar footwear. No open-toed shoes or flip flops.
C. Players must wear some form of shorts and a t-shirt, no exceptions. There will be one warning for a bare torso, second offense will result in suspension from the rest of the tournament.

Rule 3: General Rules

Section 1: Point System
A. Each match will consist of 2 sets to 25 points (cap of 27pts); even if ending in a tie 1-1.
   a. If match ends in 1-1 tie, overall placing will be determined first by number of sets won, then by number of total points scored, and then finally by a coin toss
B. All sets will use the rally-point scoring system. A point will count for each rally.
C. Teams must win by two points, unless they have reached the cap of 27.
D. Teams will switch sides after each set.
E. Matches will have a cap of 45 minutes; if the match is not done by then, the team with the most points at the time cap will win that set.

Section 2: Game Rules
A. The ball is considered dead if it comes in contact with the net standards, the referee, or any object located out of bounds. This will result in a side out.
B. The ball may touch the net on or within the sidelines, and may be played from it.
a. Serves that hit the net are live, assuming the ball crosses into the playing area.

C. Players will call their own net calls, line calls, and foot fault calls. If there is a disagreement on line calls, the defensive team will make the final call being they had the better angle.

D. The ball may be played off any part of the body on any hard driven ball, as long as it is not a carry.

E. A player may not go into another court to play a ball. The ball will be called dead and a point will result. If a ball comes onto your court during play, stop play and restart as would for a replay call.

F. A player may not block or attack a serve under any circumstance.

G. A player may set a serve as long as the set ball is hit by a teammate before crossing the net.

H. No tipping in front of the 10 foot line is allowed.
   a) Roll shots and close tips will be allowed in front of the 10 foot line.