

Volleyball Rules and Regulations

Schedules

League schedules will be posted on the bulletin boards at the Wellness Center, the Mathy Center, and on Sportifik.

General Procedures

1. All participants must register on Sportifik and be accepted by the captain 15 minutes prior to the game they wish to play. Upon the start of a competition, the Rec Sports staff will check all rosters to ensure eligibility. Players who do not appear on a team's roster will be classified as ineligible and will be required to register before being allowed to play.
2. No roster additions will be allowed after the completion of regular season play.
3. Default vs Forfeit - Any team knowing in advance that they will be unable to play a regularly scheduled game has the opportunity to default. If a team defaults, they will receive a loss in the standings, an "Exceptional Sports" sportsmanship rating, and does not count as a forfeit. In order for a team to default, the team captain must contact the Intramural Sports Office or league coordinator by 5:00 p.m. on the day prior to their contest. Otherwise, it is considered a forfeit. If a team forfeits, they will receive a loss in the standings, a "Needs Improvement" sportsmanship rating, and any team that forfeits the equivalent to one night of league play, will lose their forfeit deposit. (i.e. if the maximum number of games scheduled for a night is 3 and a team forfeits 3 games regardless if it is in one night or 3 nights, they will lose their deposit.) If that team forfeits the equivalent of another night of play, they will be eliminated for the remainder of the season.
4. Teams must arrive 15 minutes before their scheduled start time to insure that the event runs on schedule.
5. All players must have their valid I.D. card at the appropriate playing area in order to play.
6. Teams must present their I.D.'s to the Mathy Welcome Center Desk to enter the facility and must present their I.D. to the site supervisor to check-in prior to play that night.
7. Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player can continue. If there is blood on any clothing or jersey, it must be changed before the player resumes play.
8. Players are responsible for their own foul and line calls. Players resolve their own disputes.
9. The Site Supervisor is responsible for recording scores, running clock, and keeping order. The Site Supervisor has the authority to eject any player for unsportsmanlike behavior (profanity, fighting, and participating in a contest under the influence of alcohol or other drugs, etc). See Intramural Handbook for more details.

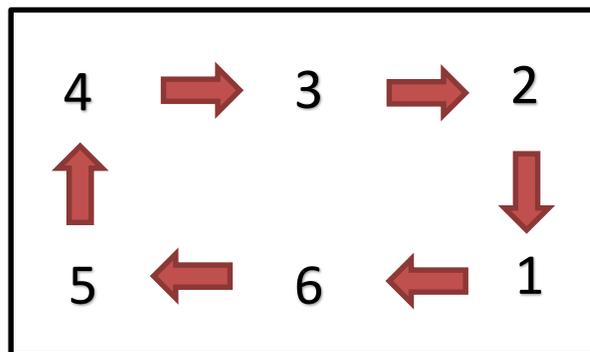
Match Format

- 50% female minimum on the court at all times. If there are 6 players present, there must be at least 3 females. If there are 5 players, there must be at least 3 females. If there are only 4 players, there must be at least 2 females.
- Rally scoring is used (25 points, win by two, point available for each team during play).
- Each team must have 4 players present to begin game play. If a team does not have 4 players at game time, they will forfeit the contest.
- If a team falls below 4 eligible players during a contest due to injury or ejection, play can continue, but that team must compete shorthanded. If a team falls below 3 players they will forfeit the contest.
- c
- There is no limit to the number of varsity athletes that may be on a roster, but only two varsity volleyball players are allowed to play on the court for a team at one time. A varsity player is defined as anyone who is currently on a varsity roster or anyone who was on a varsity roster the previous academic year.

Game Rules

- If both teams have 6 players present, the match will be played 6 v 6. A team with 4-5 players present must play undermanned even if the opponent has 6 players.

- Volley for serve and side. Ball must cross the net 3 times before the ball is live. If team A wins the volley, team B will serve the second game. If a third game is played, another volley for serve and side should be done.
- Score must be said aloud by each server for each serve.
- Teams must call their own fouls (net violations, carries, line calls). If there is a dispute, redo the play.
- Players **cannot** spike or block the serve.
- A serve contacting the net, but falling into the receiving teams' court will be considered legal and in play. A serve that contacts the net and lands in the serving teams' court or lands out of bounds will result in a side-out.
- Teams are allowed one 30-second time-out per game.
- Kick: In order for a kicked ball to be a legal play, the player's foot must be flat on the ground. A player may not lift their leg and kick at the ball, the ball may only bounce off their foot while it is on the ground.
- Rotation: Teams must rotate appropriately, in a clockwise manner. The diagram below demonstrates the proper way to rotate. The server (1) will move to the left where 6 is, the person on the right front (2) will be the next server and so on. Teams may sub players in and out, but individuals may not jump ahead of another player to serve. In addition, when they are on the court and it is their turn in the rotation, each player serves the ball.



Illegal Hits

- An illegal hit is: 1) slapping the ball, 2) bumping the ball with two separated hands (hands must be together), 3) carrying the ball, 4) palming the ball, 5) bobbling the serve (hitting the ball two separate times), and/or 6) directing the ball (throwing).
 **NOTE: in order to not be an illegal hit, the ball must leave the players' hands/arms immediately upon contact of the ball.
- In the competitive league, illegal hits are not allowed and should be called immediately. If both teams question a hit to be illegal, and an agreement is not reached, a replay should be done to resolve the situation.
- In the recreational league, illegal hits are more flexible, and are allowed to a certain extent. Overly excessive throwing/palming the ball or catching the ball is not acceptable. A jump serve will be considered an illegal hit and will result in a side out for the recreational league.
- It is illegal for persons playing the back row to spike the ball in front of the ten-foot line on the court. You can have a maximum of 3 players in the front row. Any remaining players on the court will be considered back row. The server will always be considered back row. The server is defined as the person serving or who has just completed serving for the receiving team.

Reporting Scores

- Final scores and team sportsmanship ratings must be reported to the Site Supervisor.
- If you have another game, always check with the site supervisor about return time before you leave the facility. It is our intention to keep games moving.