Intramural Sports

BIG PINK Volleyball

Intramural Rules published by the Recreation and Athletics Department are not meant to be all inclusive. Some rules that govern play may not be outlined in this document. The department uses NIRSA or NFHS rules for the majority of our major sports. For a ruling on a specific situation not outlined here, please request one from the IM Supervisor or Manager.

Eligibility:

- All participants must present a S&T ID or Government Issued ID to participate
- All participants must be shown on the IM Leagues online team roster in order to compete
- All participants must fall into one of the following categories: Student, Faculty, Staff
- A participant must not have any current sanctions/susensions outstanding against them
- A participant may not participate on more than one single gender team, and one co-rec team
- A participant must abide by all rules within the Intramural Participant Handbook and facility usage guidelines
- Participants must wear proper attire in order to compete in all Intramural events. This does not include; jewelry, billed hats (unless playing softball), metal spiked cleats, flip flops, slides, bare feet, etc.
- A member of the recreation staff has final ruling on all eligibility and permitted attire decisions.

Teams

1. Teams can be co-ed or single-gender; a minimum of four people and a maximum of 12 people can be on a team. A maximum of four people can be on the court at one time. Teams must have at least one female on the court at all times.
2. You may sub in and out at any dead ball time after asking the referee to do this.

Scoring

Rally Scoring: A point is scored on every serve regardless of the team that serves.

Play

1. A ball cannot be played off the wall or curtain.
   a. Trapping the ball in the net is not allowed.
2. You must rotate after every server exchange.
   a. Rotation is clockwise.
3. Games last for 10 minutes. The team with the most points at the end of 10 minutes wins.
   a. In case of a tie, play until the next point is scored. You must win by at least one point.
4. Serving
   a. You must serve behind the serve line.
   b. The serve line is the 10’ line.
   c. Up to two members of the team may hold the ball up and the server may hit it out of his/her hands, but this has to be done behind the serve line.
   d. You may not attempt to block another team’s serve.
5. A maximum of 3 hits per side is allowed.

Attire

- No jewelry or watches are allowed during play.
- Appropriate shoes are required (ie. No flip-flops, dress shoes, bare feet, etc)

Attitude

Have fun, this is a friendly tournament. Unsportsman-like conduct will not be tolerated and can result in your team being removed from the tournament.

Sportsmanship:

The Intramural Program encourages fair and honorable play between its participants and spectators. Below are the criteria of how teams are graded. If there is an issue of fairness or sportsmanship during your match, contact a member of the Intramural staff and explain the situation.

4 – Excellent Conduct and Sportsmanship- Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates, bench, and spectators. Teams that win by forfeit will receive a “4”. Teams that receive 1 verbal warning for use of profanity cannot receive higher than a “3” rating.

3 – Good Conduct and Sportsmanship- Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit a yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball). Teams that receive 1 yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball) cannot receive higher than a “3” rating.

2 – Average Conduct and Sportsmanship- Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball). Captain exhibits minor control over his/her teammates, bench, and spectators, but is in control with himself/herself. Teams receiving multiple yellow cards (soccer, volleyball, softball), unsportsmanlike flags (flag football), or technical fouls (basketball) cannot receive higher than a “2” rating.

1 – Below Average Conduct and Sportsmanship- Team consistently comments to the officials and/or the opposing team from the field and/or sidelines. The team captain exhibits little or no control over teammates, bench, spectators, and/or himself/herself. A team which receives one red card (soccer, volleyball, softball) or an ejection (flag football, basketball) cannot receive higher than a “1” rating.
0 – Poor Conduct and Sportsmanship- Team is completely uncooperative. Captain has no control over teammates, bench, spectators, and/or himself/herself. Any team causing a game to be forfeited, other than by not showing, or receives multiple ejections will receive a “0” rating.

**Forfeit Policy:**

- Participants who do not show up to the venue and check in prior to the start of the event have forfeited their opportunity to participate