VOLLEYBALL

*All intramural participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Health before participating in intramural sports.

**Game time is forfeit time.** The winning team of a forfeited game will receive fifteen points for the point differential of that game. Each team must provide a linesperson. The officiating will be done by officials who are in absolute control of the game. Teams are responsible for keeping their spectators under control. Spectators must remain in the designated seating area. Misconduct of spectators, players or coaches can result in an ejection or forfeiture.

1. **Team Requirements and Equipment**
   1.1 A team shall consist of 6 players. A team may start with a minimum of 4 players. All players must be checked in with the intramural supervisor before they are allowed to participate. Entry forms must be signed by all participants before they begin playing.
   1.2 All players must wear non-marking rubber-soled athletic shoes.
   1.3 Jewelry is not recommended to be worn.
   1.4 Casts and/or any other item deemed to be dangerous by the official may not be worn during the game. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 1/2 inch of slow recovery rubber or similar material will be allowed.

2. **The Game**
   2.1 **All matches will consist of the best two out of three games, all rally scoring. In the first two games, a game shall be won by the team which has earned 25 points and has a two point advantage. If the score is tied 24-24, then the first team to gain a two point advantage is the winner. The score will be capped at 30, meaning if one team does not gain a two point advantage, the first team to 30 will win. In the third game, the game is won by the team who reaches 15 points with a two point advantage. This game will be capped at 20. Rally scoring means a point is won on each serve, no matter whether the team who won the point served the ball or not.**
   2.2 A coin toss at the beginning of the match will determine the choice of court or service. The team which does not serve first in game one will serve first in game two. Teams must switch sides between the first two games. A coin toss will be conducted for the choice if there is a third game.
   2.3 Two time outs will be given to each team per game, a maximum of six if all three games are played.
   2.4 This rule has been deleted
   2.5 There will be a 50 minute time cap. If the match is in the second game...whatever team is winning that game at the 50 minute mark wins that game automatically. **If in**
the regular season, a 3rd game determines the winner, the match is declared a 1-1 tie. If in playoffs, game’s 2 and 3 will be played without interruption.

2.6 Clock will stop in the last 10 minutes for time outs. Official Time outs will stop the clock at any time.
2.7 **FREE SUBSTITUTION**, but cannot substitute around a server. This will be an official’s call on substitution.

### 3. Playing the Ball

**3.1 Maximum of three team contacts.** Each team is allowed a maximum of three successive contacts of the ball in order to return the ball to the opponent's area. The only exception to this rule is that a block is not considered to be one of the three contacts.

**3.2 Contacted ball:** A player who contacts the ball shall be considered as playing the ball.

**3.3 Contact of the ball with the body:** The ball may be hit by any part of the body above and including the waist (also may be unintentionally played off the foot as long as the foot is on the ground) (This will be called at the discretion of the Up Ref)

**3.4 Illegal hit:** An illegal hit occurs when the ball visibly comes to rest or has prolonged contact with a player. This is a judgment call by the official and cannot be questioned by anyone. Holding, catching, throwing, lifting, and pushing are illegal hits because of prolonged contact with the ball. Rolling is considered an illegal hit because there is continued and steady contact between the ball and the player's body.

**3.5 Double hit:** A double hit occurs when a player illegally contacts the ball twice in succession or the ball rebounds from one part of the body to another on a single attempt to play the ball. Exception: A hard driven spike.

**3.6 Simultaneous contact by the opponents:**

a. If the ball is simultaneously contacted by two opponents, then the team on whose side the ball falls into shall have the right to play the ball three times.

b. If the ball is held simultaneously by two opposing players, it is a double fault and the official will direct a replay.

**3.7 Net play:** A ball contacting and crossing the net shall remain in play provided contact is entirely within the playing area. *Including a serve, this is called a let serve and is legal, the point is played normally.*

**3.8 Net foul:** A net foul occurs while the ball is in play and:

a. a player contacts any part of the net including the cable attachments. It is not a foul when a player's hair touches the net, or the force of the ball hit by an opponent pushes the net or net cables into the player.

b. there is interference by a player who makes contact with an opponent who is making a legitimate effort to play the ball.

**3.9 Screening:** A screen is an intentional act, which obstructs the receiving players
view of the server or the flight of the ball from the server. Screening includes:
a. the server being hidden behind a group of two or more teammates who are standing
in an erect position and the ball is served over a member of the group.
b. a player with hands extended clearly above the height of the head or with arms
extended sideways at the moment of service if the serve passes over the player(s).

3.10 Blocking the ball: A ball which is entirely on the opponent's side of the net is
permitted to be blocked when the opposing team has had an opportunity to complete
its attack. The attack is considered complete when the :
a. attacking team has completed their three allowable hits.
b. attacking team has had the opportunity to spike the ball or, in the official's
judgment, directs the ball with the intent to return it to the opponent's court.
c. ball is falling near the net on the attacking teams side and in the official's judgment,
no member of the attacking team could make a play on the ball.
d. The ball must be partially over the net. (you can't cross over the net to block a ball)

You MAY NOT block the serve

3.11 Front line players may contact the ball from any position inside or outside the
court (except crossing the center line and it's out of bounds extension). Contacting the
floor across the center line with any other part of the body is illegal.

3.12 Back-line player attack: A back-line player may attack the ball only if he/she
leaves the floor from behind the 10 foot line and its imaginary extension. If any part
of the player's foot touches the 10 foot line at the time of contact; a foul shall be
called. Back line players may not attempt to block the ball in front of the 10 foot line.
A back line player shall not return a ball which is completely above the height of the
net while:
a. on or in front of the 10 foot line or it's out of bounds extension.
b. in the air, they left the floor on or in front of the 10 foot line.

3.13 Simultaneous contact by teammate’s counts as one hit and either player may
hit the ball for the second hit.

4. Service
4.1 The server must wait for the official to beckon (blow the whistle and motion with
his/her hand) before a serve may be attempted. If the ball is served before the official's
beckon, a re-serve shall be directed. During a team’s term of service if the ball is
served a second time before the official's beckon, then it is a side out. The server shall
serve from any place on the end line and shall not touch the end line at the instant the
ball is contacted for the serve. The server's body may be in the air over or beyond the
serving area boundary lines, having left the floor from the serving area.
4.2 A good serve must land on the line or inside the court. If any part of the ball
touches the line, then the ball is considered to be "good". If the ball lands out and is
not touched by any player on the receiving team before it hits the ground, then a side
out is called. *A serve may also touch the net, as long as it lands inbounds, this is a let serve.*

4.3 The server has five seconds to make a legal serve. The server may toss and catch a bad toss as long as no swinging motion has been made to attempt the serve. The official will then blow the whistle to stop service, then beckon again for the serve. The server is allowed only one re-serve per term of service.

4.4 **Positions of players at service:** The positions of players at the moment of service must be in proper alignment. This means that no player on the court may be closer to a sideline, end line, or centerline, than an adjacent player on the court (no overlapping in any direction). After the service, players may go anywhere on the court.

5. **Live ball/Dead ball:**

5.1 The ball becomes live when it is legally contacted for the service.

5.2 The ball becomes dead when:
   a. the ball touches the antennas or any part of the net outside the playing court.
   b. the ball strikes the floor.
   c. the ball contacts a permanent object (excluding the net) above or outside the playing court.
   d. a player commits a fault.
   e. a served ball contacts the net *and doesn't go over the net.*
   f. the official blows the whistle for any reason.
   g. the ball is **NOT DEAD** if it hits the ceiling and stays on the same side of the court and is still within the playable area.

5.3 The point shall be replayed if a ball from an adjacent court enters the playing area.

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**INTRAMURAL POINTS FOR VOLLEYBALL:**

Team Entry points: 150 points  
Division I: 500 points 10 point spread  
Division II: 400 points 10 point spread  
Women's: 250 points 10 point spread