

# **Volleyball Intramural Rules**



**Facility:** Connell Recreation Center 3rd Floor Wood Courts

**Roster Management:** Rosters may consist of as many players as a team desires, however the championship team will only be awarded twelve (12) mugs and championship t-shirts.

**Minimum Player:** Games will consist of six (6) vs six (6). Teams may start a game with four (4) players (in CoRec matches at least one (1) of which must be of the opposite gender). If for any reason the number of players drops below four (4) the team will be forced to forfeit.

**Game Management:**

- Best of three games (2 of 3) wins the match. All games will be rally-point scoring, in which a team, upon winning a rally, will gain a point, as well as the serve.
  - The first two games will be played to twenty-five (25) points, must win by two (2), with a cap of thirty (30) points
  - If need be, the third game will be played rally score to fifteen (15) points, must win by two (2), with a cap of twenty (20) points.
    - The teams will switch sides when the first team reaches 8 points in the 3<sup>rd</sup> game
    - A coin toss will determine which team serves first.

**Uniform:** No individual will be allowed to participate in street clothes. This includes jeans, or other “non-gym” clothing. Players will not be permitted to wear jewelry or anything deemed dangerous to other players. Tennis shoes must be worn (No sandals or bare feet allowed).

**Game Rules**

**Governing Rules:** NFHS rules shall govern all play with the exceptions listed on this rule sheet. Final interpretations and modifications shall be determined by the Assistant Director of Intramural Sports.

**Time outs:** Each team is allotted one (1) time out per ‘game’. Time outs do not carry over from game to game.

**Serving:**

- Serving may occur anywhere behind the marked court line.

- The serve will be considered a fault and given to the opposing team if:
  - The serve hits the ceiling or anything hanging from the ceiling (regardless of it reaching the opposing team's side or not). The ceiling is in play on all other hits after the serve.
  - The serve does not clear the net
  - If the server's foot comes in contact with the marked court line
- Servers are allowed ONLY two tosses per serve. If the first toss is bad, you must allow the ball to drop without making contact, only then will you be allowed another toss. If you do come in contact with the ball, the serve will be given to the opposing team.
- Servers must wait for the referee's whistle before serving.
- The serve is considered IN PLAY if the ball hits the net and goes to the opposing team's side.
- Jump Serving is legal provided that the server leaves the floor from behind the end line and contacts the ball legally before hitting the court surface

*Rotation and Substitutions:*

- Upon winning the serve from their opponent, a team must rotate clockwise.
- Teams will not be allowed to keep the same players in the front row and the same players in the back row, teams must rotate their players after winning a side-out
- No player will be allowed to serve more frequently than once every 6 times their team has the service
- All substitutions are valid, though traditionally most substitutes come in at the serving position
  - All substitutes in CoRec games must be sure to maintain that there are no more than three (3) players of either gender on the court at a time
- If there are only 4 players on the court, only 2 players may be allowed to be in the front row at any time and they must rotate in a clockwise position after each change of server.

*Legal Contact:*

- The ball is playable off of any body part above the waist
- Blocking the ball is not considered a hit. After blocking the ball, the same player may make a second consecutive contact with the ball.

*Illegal Contact:*

- There is a maximum of three hits allowed (intentional and unintentional). The ball may be played off of the net.
- Carrying: anytime the ball comes to rest in a player's hands, it is considered an illegal hit
- Double Hit: when any one player makes contact with the ball two consecutive times (excluding blocking)
- The opposing team is not allowed to attack or block the serve.
- The tape of the net cannot be touched by any player while the ball is in play.
- If a player's entire foot crosses over the center line, which is beneath the net, then it is considered illegal. Once any significant body part crosses the entire plane of the net (above or underneath), then it is considered illegal as well.
- Back row players may not jump and attack the ball in front of the marked ten-foot line. They may land in front of the line on an attack as long as they take off completely behind the line. It is also illegal for a back row player to block the ball.
- In CoRec matches contact cannot be made consecutively by three (3) players of the same gender.

Other:

- To earn a point, the ball must come in contact with the ground within the lines of your opponent's court or your opponent must have an illegal contact.
- If the ball comes in contact with the ground on the lines of the court, that ball is considered in bounds.
- If there is an obstruction in the path of a player trying to play the ball, the referee may call a re-play at his/her discretion.
- Any ball that comes into contact with the ceiling (including beams, pipes, etc) may be played if it lands on the side of the team that last contacted it. If a ball that hits the ceiling and crosses over to the opponents' side of the net it will be deemed out of play and the opponent will be awarded the point.
- Any ball that comes into contact with any part of the basketball hoop is not playable and is considered out.
- Any ball that comes into contact with the court partition is not playable and is considered out.