

Intramural 6 v 6 Volleyball Rules Fall 2017

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Participation Warning

There are inherent risks of mental and physical injury while participating in the Intramural Sports Program. Our goal is to reduce or eliminate as many risks as reasonably possible to provide a safe and fun program. This does not mean that injuries will not happen. We ask for your full cooperation in following instructions regarding proper conduct, proper use of equipment and facilities, and adherence to the rules of each sport as established by the Intramural Sports Program. Participants are responsible for the cost of any injury; therefore, you are encouraged and recommended to have adequate health insurance.

Rules of Play

The following rules will govern play for Intramural Volleyball. Rules not covered below are governed by the National Federation Rule Book and the Intramural Sports Program.

Equipment

1. A game ball will be provided; however, teams are to furnish their own practice balls and will
2. **No jewelry.** This includes watches, Fitbits, iFit bands, earrings, necklaces, bracelets, nose rings, etc. For special circumstances please talk with a Competitive Sports Supervisor before gameplay begins.
3. All players must wear athletic clothing. Jeans are NOT allowed. If any clothing/ equipment is considered dangerous, a Competitive Sports staff member has the right to declare it illegal.
4. Net Heights: Women - 7' 4 1/4"; Men - 8'; Co-Rec - 8'

Team Rules & Policies

1. A team consists of 6 players; however, a team can begin and end a match with 4 players. Co-Rec teams must start and finish with at least two females.

2. There are three front row positions and three backrow positions. The backrow positions are on the left back, middle back, and right back parts of the court behind the 10' line.
3. Two timeouts per team, per game. No carry over.
4. Co-Rec matches consist of three men and three women. There can never be more than 2 males on the court at one time.
5. All Co-Rec matches must have alternated serving (boy, girl, etc.)
6. Unlimited substitution is allowed; however, a player can only substitute into the serving position before the serve happens. *Exception:* If a player is injured.
 - a. Substitution can only be made for the player which served last in the rotation.
 - b. In co-rec games only males can substitute for males and females for females.
7. Ghost Rule: If a team is playing with five players, the 6th position will be filled with a ghost. When the "6th player" (the Ghost) goes back to serve, it will result in a point and possession for the opposing team.

Playing the Game

1. A match consists of three out of five games, rally scoring will be used.
2. The first two games will be played to 25, the last three games will be played to 15.
3. *A game is completed when:*
 - a. A team which has scored 25 points and is at least 2 points ahead is declared the winner. If the leading team does not have a two-point advantage play shall continue until one team has a two-point advantage. Game caps at 27.
 - b. If the fourth and fifth games are needed, the first team to 15 points and is at least two points ahead is declared the winner. Game caps at 17.
 - c. A coin toss shall be conducted between the designated managers of each team. The winner shall choose either to serve/receive or playing area. The loser of the toss shall be given the remaining choice.
4. *Ball put in play:* At the start of each game the ball shall be put in play by the player in the right back position from within the serving area of his/her own court. Server must wait for the officials whistle.
5. *Serving order:* The serving order must be followed by both teams.
6. *Rotation:* Rotation does not occur until the first server from both teams has completed his/her first term of service. Thereafter, the team receiving the ball for service shall immediately rotate clockwise. If the server is moving into the setter position, the server must start behind the 10-foot line and the front row players, **before** the ball is put into motion.
7. *Legal Serve:* The server;
 - a. May hit the ball directly off the holding hand.
 - b. May hit the ball after tossing it from the holding hand.
 - c. Must serve within 5 seconds.
 - d. Must serve within the serving area behind the back-line.
8. *Serving out of turn:*
 - a. If a player serves out of turn, a side out shall be called as soon as the mistake is discovered and any points made on the service before the error was discovered shall be canceled. The serving order shall be corrected immediately.
 - b. If the mistake in serving order occurs but is not discovered until after the opponents have served, there shall be no loss of points. On the first dead ball the serving order shall be corrected immediately.

9. *Playing the ball:* A player may not hit the ball twice in succession, except for when blocking. **NO** carries, lifts, or throws will be permitted.
10. A team shall not have more than 3 hits before the ball crosses the net into the opponent's playing area. When the team's first contact is simultaneous contact by opponents, or an action block, the next contact is considered the team's first hit.
11. If the ball strikes the ceiling and comes back onto that same team's side and there are remaining touches left, that team is still able to play the ball.
12. *Simultaneous contact:* If two or more players of the same team contact the ball simultaneously, it is considered one play, and players involved may participate in the next play.
13. *Screening:* A screen is an act, intentional or unintentional, which obstructs the receiving player's view of the server or the flight of the ball from the server. This includes, but not limited to the following:
 - a. The server is hidden behind a group of 2 or more teammates who are standing in an erect position and the ball is served over a member(s) of the group.
 - b. Player(s) with hand(s) extended clearly above the height of their head(s) or with arms extended sideways at the moment of serve if the served ball passes over their player(s).
14. *The ball is dead:*
 - a. After an official's decision which temporarily suspends play due to an infringement of a rule.
 - b. When the ball strikes the floor within the boundary lines of the playing court.
 - c. When the ball strikes the floor or an object outside the playing court, including the walls, and east and west basketball baskets.
15. *Ball Crossing the Net:*
 - a. A ball striking the net and going over is still in play.
 - b. The ball may be played when any part of it has crossed the top of the net. It is not essential for the entire ball to be on a player's side of the net before it is played.
 - c. A defensive player may not break the plane of the net unless the ball has crossed the plane of the net onto the defensive player's side.
 - d. Defensive players may not reach over and block the ball when an offensive player is setting the ball, or when the opposing team is making a play on the ball.
16. *If a ball lands on a boundary line, it is good.*
17. *Net Play:*
 - a. A ball hitting the net may be played out of the net provided the player avoids touching the net.
 - b. If two or more players from opposing teams contact the ball simultaneously above the net, any of the players involved are eligible to participate in the next play, which shall be considered the first of three contacts allowed to be made.
 - c. If one or more players is attempting to block and is contacted by the ball, this player is eligible to participate in the next play, which shall be considered the first contact for the team.
 - d. A player may step on the center line as long as part of the foot remains in contact with the line.
 - e. Blocking a serve is illegal.
18. *A back-row player shall not:*

- a. Participate in a block or an attempt to block.
- b. Attack and/or direct a ball which is completely above the height of the net while positioned:
 - i. On or in front of the attack line or it's out-of-bounds extension.
 - ii. In the air, having left the floor on or in front of the attack line or it's out-of-bounds extension.
- c. A foul shall not be called on a back-row player until the ball is considered to have crossed the net.
- d. Play a ball while positioned completely across the center line or it's out-of-bounds extension.

Point and Side-Out

1. *Point*: If any player of the receiving team commits any of the following acts, one point shall be scored for the serving team.
2. *Side-Out*: If any player of the serving team commits any of the following acts, it shall be a side out.
 - a. Serves the ball illegally.
 - b. Causes ball to contact the net.
 - c. Fails to cause some part of the ball to pass over either one of the markers on the net or within the two markers while serving.
 - d. Causes ball to strike an object or land outside the playing court.
 - e. Causes ball to strike an object directly over the court unless local ground rules alter this.
 - f. Fails to be within own serving area.
 - g. Commits a foot fault.
 - h. Plays the ball illegally.
 - i. Fails to return the ball within opponent's court.
 - j. Plays the ball more than once in succession.
 - k. When the fourth player on his/her team contacts the ball.
 - l. Catches or touches the ball, either on or off the court and calls it out.
 - m. Plays the ball while supported by any other player or object.

Injured Player(s) Policy

If someone on your team becomes injured, please contact the Intramural Program staff at intramurals@usu.edu 24 hours before your next scheduled game to inquire about replacing the injured player on your team. Doctor or Athletic Trainers note may be required. Intramural Sports Program staff has the authority to determine if an injured player will be allowed a substitute. There are limitations when it comes to who can substitute during tournament play. If someone becomes injured during the tournament, an eligible participant may play in their place. Once the injured individual becomes approved to play again, that substitute is then removed from the team roster.

Eligibility Requirements

Eligibility to participate in the Intramural Sports Program at Utah State University is restricted to certain members of the campus community. Review the following requirements carefully to ensure you and your teammates are, and remain, eligible. For questions concerning eligibility, please call our office at 435-797-8388 or email intramurals.usu.edu.

- Students: If you are enrolled at Utah State University with at least one (1) credit, paying the Campus Recreation fee, or are doing research and possess a current student activity card or proof of enrollment.
- Faculty and Staff: If you are currently employed by any department of Utah State University you can pay the Campus Recreation fee for \$35.61 at the Registrar's Office.
- Spouses of Students/Faculty/Staff: You can purchase a spouse pass at the Registrar's Office that will give you access to participate for \$40.
- Intercollegiate/Club Sport Athletes: You can only have two or three Intercollegiate or Club Sport athletes (depending on the sport) on an Intramural team that at one point were on the team roster during that current school year. See tables below for Intercollegiate and Club Sport Athletes on eligibility for Intramural Sports.

Intercollegiate/Club Sports Athletes

| USU Sport | Club Sport | Intramural Sport | # of Participants you can have on IM Team |
|------------|------------|------------------|-------------------------------------------|
| Volleyball | Volleyball | 6v6 | 3 |

Adding Players

Team captains are responsible for monitoring participants who join their team. If players are not on the team roster before 4pm of your scheduled game day, those players will need to get permission from the Competitive Sports Supervisor on duty. The cut off for adding players to rosters is one day after the season ends.

Sportsmanship Rating System

The sportsmanship rating system is intended to be an objective scale by which teams' attitudes and behaviors can be assessed. Behavior before, during, and after a contest is included in each rating. Each team captain is responsible for educating **ALL players and spectators** affiliated with his/her team about the system. **Teams must maintain a 3.0 ("B") average in order to qualify for tournament play. Teams must also maintain a 3.0 ("B") average during tournament play.** The Intramural Staff will determine the score for the teams after each intramural contest. The Intramural Staff reserves the right to review and/or change any sportsmanship rating given. Captains inquiring about their team's sportsmanship rating should do so the business day following the contest by contacting the Assistant Director of Competitive Sports or Graduate Assistant of Competitive Sports by emailing intramurals@usu.edu

The sportsmanship rating system is based on the following criteria, **but not limited to:**

4.0 = Excellent Conduct and Sportsmanship (A)

- Team members cooperate with and demonstrate good sportsmanship toward members of opposing teams, spectators, and ALL campus recreation staff.
- Team manager exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations, and cooperates by providing any information requested by any intramural staff member.

3.0 = Good Conduct and Sportsmanship (B)

- Team members verbally complain about some of the decisions made by the officials and/or show minor dissensions, which may or may not merit an unsportsmanshiplike conduct penalty.
- Teams receiving one unsportsmanshiplike conduct penalty will receive no higher than a "B" rating.
- A team defaults the contest

2.0 = Average Conduct and Sportsmanship (C)

- Team shows verbal dissent toward officials and/or the opposing team, which may or may not result in an unsportsmanshiplike conduct penalty.
- Team captain exhibits minor control over team/spectators, but is in control of himself/herself.
- Teams receiving more than one unsportsmanshiplike conduct penalties will receive no higher than a "2.0" rating.
- Team is unable to produce a team at game time resulting in a forfeit.

1.0 = Below Average Conduct and Sportsmanship (D)

- Team continually dissents the officials and/or opposing team from the court/sidelines.
- Team manager exhibits little or no control over team/spectators or himself/herself.
- Teams that have a player ejected will receive no higher than a "D" rating.

0.0 = Poor Conduct and Sportsmanship (F)

- Team is completely uncooperative; manager has no control over team/spectators/self.
- Teams play with ineligible participants or withhold any information requested.
- Damage or destruction of any Campus Recreation facility/equipment.
- Multiple player ejections or causing a contest to be forfeited by any reason than not having enough players will receive an "F" rating.
- Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee.

Teams receiving a "0.0" rating during tournament will not be allowed to advance.

Teams receiving a "1.0" rating during tournament must have their team captain meet with the Assistant Director of Competitive Sports before their next scheduled contest.

Teams that do not maintain a 3.0 Average during Tournament play will be required to meet with the Assistant Director of Competitive Sports before their next scheduled contest.

For full details and our entire Intramural Sports Program Manual, please visit https://www.usu.edu/campusrec/intramural_sports/homepage_intramural

Everything is at the discretion of the Assistant Director of Competitive Sports and Graduate Assistant of Competitive Sports. If you have any questions, contact them at intramurals@usu.edu