

CO-ED VOLLEYBALL

All intramural participants are responsible for their own medical expenses. Any student unsure of his/her physical condition should check with his/her family physician or the University's Health Center before participating in intramurals. The officiating will be done by student workers who are in absolute control of the game. Teams are responsible for keeping their own spectators under control. Misconduct of spectators, players, or coaches can result in game/match ejections, or forfeiture of the match. The student workers shall have the power to make decisions on any matters or questions not specifically covered in the rules.

FORFEIT TIME IS THE SCHEDULED STARTING TIME

At the beginning of the game, a coin is tossed to determine ends and service. Ends and service will alternate each game.

1. Players and Substitutes

1.1 A team consists of six players, but may start with four (4) players. A team must have four players on the court at all times. A team must have at least two men and two women on the court at all times.

1.2 In order to receive a forfeit win, a team must have its line up on the score sheet and three players on the floor.

1.3 Substitutions may be made between serves. Free substitutions are allowed.

1.4 All players must wear non marking rubber soled athletic shoes (no running shoes).

1.5 Jewelry, chains, rings or earrings may not be worn during intramural volleyball games.

1.6 Varsity rule is in effect.

2. Court Markings

2.1 The officials will inform the team captains about the official lines on a particular court.

3. Length of Game and Time Outs

3.1 All games will consist of the best two (2) out of three (3) games. A game shall be won by a team that has earned fifteen (15) points or has a two (2) point advantage after a 14-14 score.

Rule for scoring - every serve scores a point for either the offensive or defensive team.

3.2 Time-Outs - Each team will be allowed one official time out per game which shall not exceed thirty (30) seconds.

4. Serving

4.1 Serve within 10' extension of the right side line. The serve is made only by the right back. Service is made by putting the ball into play by hitting the ball into the opponent's court.

4.2 Each serve must be whistled into play. The player serving must not step on or over the end line until after the ball is contacted on the serve. (Foot Fault: penalty – side out).

4.3 Players must be in the serving order at the time of the serve. Players may switch positions after service provided they return to their original positions after each point. Penalty: side out or point awarded. Exception: A player from the back lines may not spike the ball or block a spike

within ten (10) feet of the net.

4.4 Service out of turn

(a) If discovered while server is still serving; side out called, mistaken points subtracted and serving order corrected.

(b) If discovered in interval between change of serve; opponent serves, mistaken points subtracted and serving order corrected.

(c) If discovered after opponents begin serving; no loss of points, serving order corrected on next dead ball.

5. Rotation

5.1 A team should always rotate when the serve is won. Players must rotate circular and clockwise.

	XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX		
6 player rotation	net		
If - left forward			
cf - center forward	lf	cf	rf
rf - right forward	4	5	6
lb - left back			
cb - center back	lb	cb	rb
rb - right back	3	2	1

Rotation direction (1-6 to 1), serving order and court positions.

6. Legal Hit

6.1 To be legal, a contact with the ball must be made with any part of the body above the waist. It is a body foul if any part below the waist touches the ball. A legal hit must be a "clean" hit.

The ball may not be carried on the follow through. (Penalty: side out and/or point granted).

Note: In order for a ball to not be illegally hit, the ball must leave the players hands immediately upon contact.

8. Playing the Ball

8.1 A ball may be played three times on one side providing the same player does not touch the ball twice in succession.

EXCEPTIONS TO RULE 8.1

8.2 A ball hit simultaneously by two teammates is considered as one hit, and either player may contact the ball a second time.

8.3 When simultaneous contacted by opposing players occurs, either player may contact the ball again if it falls on his/her side of the net. This contact shall constitute the first of three attempts.

8.4 A blocker may recover from his own block and make a second play on the ball. This play will constitute the first of three plays.

8.5 It is illegal to block or spike an opponents serve.

8.6 A player who is touched by the ball while it is in play shall be considered to be playing the ball.

8.7 The ball is in play when it hits the net except on the serve. The server is only given one attempt. After the serve goes over the net without touching it, the ball may be played out of the net.

8.8 A ball hitting the lights or ceiling is a "dead ball" and must be replayed.

9. Net and Line Play

9.1 Players are not permitted to have any part of their body touch the net or step completely over the center line while the ball is in play, although stepping on the center line is permitted.

Exception: Ball hits net with such force it causes the net to hit opponent, the ball is still in play.

NOTE: As long as part of the player's foot is on or directly above the plane of the center line, there is no violation.

9.2 A spiker may have his hand(s) or arm(s) follow through over the net as long as the ball is contacted on his own side of the net.

9.3 Players may reach over the net and block the ball provided the opposing team has completed their attempt to return the ball over the net.

9.4 The ball is considered to have crossed the net when any part of the ball has crossed over the net.

9.5 A player may go outside of the court to play the ball as long as the ball is contacted on that player's side of the court, and it will only be considered a legal return as long as it crossed the net within the boundaries of the court as extended in bounds.

10. Faults and Fouls

10.1 A fault on the team serving the ball or a fault on the team defending will result in the awarding of point to the non-infracting team.

10.2 A double fault shall result in a "replay."

10.3 The first foul always takes precedence over another.