

U of TOLEDO INTRAMURAL VOLLEYBALL RULES

Revised 10/02/07

General

- Indoor Volleyball is offered in a league format for the spring 2008 semester. The regular season will consist of a 5-game round robin schedule (4 games for leagues with an odd number of teams). Teams with a .500 record or better **AND** a Sportsmanship Rating of 3.0 or better will qualify for the playoffs. All qualified teams will be placed into a single elimination bracket according to seed as determined by the IM Department.
- Intramural Guidelines as set forth in the Intramural Handbook govern all participation.
- All participants must be currently enrolled as a student, faculty, or staff member of the University of Toledo.
- All participants (including Health Science Campus students) must present a valid UT Rocket Card or Student Recreation Center ID Card prior to playing in any intramural sports contest. No other exceptions to this rule will be made. Players forgetting their IDs **MAY NO LONGER** present a Driver's License, other form of picture ID, or hand stamp in order to participate. **No Rocket Card = No Participation.**
- Individuals may only play for one same gender team and one coed team per sport. The first team for which a participant plays is the team to which she/he is committed for the duration of that season.
- A player may not participate unless she/he is recorded on the score sheet. Players may be added to a roster at any time during the regular season provided all other eligibility criteria are met (see Intramural Handbook).
- All players must be attired in gym clothes and athletic shoes (**JOGGING SHOES OR ANY OTHER SHOES THAT MARK THE FLOOR ARE STRICTLY PROHIBITED**).
- All participants must be currently enrolled as a student, faculty or staff member of The University of Toledo.
- All games will be played at the Student Recreation Center.
- Intramural Guidelines govern all participation - see Intramural Guidelines at the following site: (<http://www.utreccenter.com/intramurals>).
- All participants must present a current, valid UT Rocket Card upon checking in with the IM Staff. Individuals failing to do so will not be allowed to participate. Teams with players found to be playing on more than one team will be required to forfeit all games in which the illegal player participated or signed in. The first team you play for is the team you are committed to for the season. If you **have not played** for a team, you are allowed to transfer teams, with proper notification to the Intramural Coordinator.
- **Only two (2) club volleyball players may play on one team.**
- VOLLEYBALL NET HEIGHT: WOMEN: 7'4" MEN & COED: 7'11"
- ONLY the captain may address questions concerning a player, the game, or an official's call.
- All players must be attired in gym clothes and tennis shoes (**JOGGING SHOES OR ANY OTHER SHOES THAT MARK THE FLOOR WILL NOT BE PERMITTED**).
- **The following items are not permitted to be worn during competition: Baseball caps, hats, jewelry, and any item an official or supervisor feels may be a risk to the personal safety of the participant.**
- A team shall be composed of six players. Any team that begins a game with less than 6 players will be penalized during their service rotation with ghost servers. When it will come time for ghost servers to begin a rally, an automatic 'side-out' will result. This penalty will remain in effect throughout the game unless a player on the roster can replace the missing player. The penalty will occur at the earliest possible rotation sequence. In the event of a team consisting of only four people, the next ghost position is the fourth serving position. If a player is removed from the game and there are no substitutions, then there will be a 'side-out' at the removed player's service position. There will be no penalties for injuries. If both teams begin the game with less than the required number of players, the penalties will cancel each other out.
- Any player that shows up during a game may register during any time-out or at the completion of the first or second games.
- **SUBSTITUTION:** During any dead ball situation a coach or player may ask an official for a substitution. A player in the starting lineup may re-enter, but only in their previous position in the lineup that they first entered.
 - More than one substitution may enter a game in each position in the rotation order.
 - There will be an unlimited number of substitutions allowed per team per game.

- No Libero will be permitted.
- Teams will receive one (1) timeout per game.

FORFEIT/DEFAULT

- **Forfeits:**

Any team that fails to appear for any scheduled contest will be charged with a forfeit. Similarly, a forfeit will result when a team does not have at least the minimum number of players needed to play the activity signed in and ready to play at the appointed playing field by the time of the game. **Game time is forfeit time. There is no grace period.** It is recommended that teams arrive 15-30 minutes prior to the start of each game in order to allow time to sign in and warm up. All forfeited contests will be recorded as a loss. This policy will be unilaterally enforced.

Furthermore, any team or individual that forfeits a game will owe a \$15 forfeit fee for each game forfeited. This fee will be charged to the manager of the team and must be paid for at the University of Toledo Student Recreation Center. Any team that has forfeited a game must pay this forfeit fee within 2 business days of the forfeited game. Individuals or teams that fail to pay the forfeit fee accordingly will be dropped from further play. In addition, the manager will be declared ineligible and will be suspended from any further Intramural participation until the fee is paid. Once the forfeit fee is paid, the manager will be reinstated and become eligible to participate in all Intramural activities.

- **Defaults:**

If a team knows in advance that it will not be able to make a schedule contest, the manager should contact the Intramural Department. A default will be granted to each team or individual that has notified the Intramural Department according to the following deadlines:

- Games scheduled for Monday-Friday notification must be received by 5pm on the day before the schedule game
- Games scheduled for Saturday/Sunday notification must be received by 3pm on the Friday before the schedule game. Managers may contact the Intramural Department by notifying the Coordinator of Intramurals at 530-3704 or by email at joe.bendix@utoledo.edu. This notification must come from the team manager only. All defaulted contests will be counted as a loss. However, the team manager will not owe a forfeit fee and will maintain access to the University of Toledo Student Recreation Center.

- **Dropped from Play:**

Any team that forfeits a game in a double elimination tournament will be dropped from play. Any team that defaults a game in a double elimination tournament will be allowed to continue in the tournament provided the default does not result in the team's second loss.

- Forfeited and defaulted contests will not be rescheduled.

SERVING

1. Alternate team serving: The team that is listed first on the schedule shall call the coin toss. The team who serves the first game will receive serve the second game. If a third game is necessary, a coin toss will determine who gets the choice of serve or side. The team listed second on the schedule will call the coin toss.
2. The first server of the game is the player in the right back position. Thereafter, when a team is awarded a side-out, the player in the right front position rotates to the serving area. For example, the first server of the game for Team A will be their right back positioned player. After a side-out, Team B will rotate before serving. Team B's first server will be the player who started the game in the front right position.
3. Each member of the team shall serve in turn and may have one chance to hit the ball over the net on the serve. A re-serve shall be called when the server releases the ball for service, and then lets the ball drop to the floor (the ball may be caught by the player). The official will cancel the serve and direct a second and final attempt at serve. Only one re-serve is permitted per player, per turn in rotation at service.

4. The server shall stand with both feet behind the rear boundary line. The serving area shall be behind the end line and from sideline to sideline. Both sideline extension lines are included in the width of the serving area.
5. The ball may be served underhand, overhand or sidearm and may be hit in any manner by the hand. The receiving team may not block or spike a served ball.
6. Any serve that hits the net and continues into the receiving team's court shall be ruled a good serve.
7. Before the serve, all members of both teams must be in their respective positions on the court. After the ball is served, players may move out of any position, except a back row player may not attack or block from in front of the 10' line.

PLAYING RULES

1. When receiving the ball for service after winning a rally, each member of that team shall rotate one position clockwise.
2. A ball hit into the net, other than a serve, may be recovered provided a player does not make contact with the net or crosses the centerline.
3. A player may not play the ball in succession, unless played once by another player. Exception: One player can make contact with the ball twice if initial contact is a block or a simultaneous hit with another player.
4. A team must return the ball across the net with three or fewer contacts. A block does not count as a contact.
5. If a player is hit by the ball or touches the ball, it is considered **legal contact** and to have been played. Legal contact is a touch of the ball by a player's body above and including the waist or a **planted** foot, which does not allow the ball to visibly come to rest or involve prolonged contact with a player's body.
6. When the ball lands on the boundary line, it is considered in the court. It is legal for a player to run out of bounds and play the ball; however, a player may not enter another volleyball court to play a ball.
7. Any ball that makes contact with any part of the backboard, rim, net, basket supports, ceiling, or court divider wall will be considered out of play.

FOULS/VIOLATIONS

- The following are fouls or violations:
 - Serving illegally, or out of turn.
 - Touching the net or reaching under the net to interfere with an opponent playing the ball.
 - Stepping over the centerline into opponent's court, a player may step on the line.
 - Spiking or blocking the ball in front of 10' line when playing a back row position.
 - Contacting the ball twice in succession, unless the first contact is a block or a simultaneous hit with another player.
 - Catching or holding the ball while playing it.
 - Contacting the ball in an underhand motion with open hand on hands (slapping/scooping/lifting).
 - Failure to return ball over the net in 3 or fewer contacts.
 - A player that blocks or interferes with the intended set of the opposing team.
- If a team commits a foul, the opposite team will be awarded with a 'side-out' and a point.

SCORING

Rally scoring will be employed during all matches.

- A match is won by the team that wins the best of three games.
- The match is won by the team that scores 25 points with a two-point advantage. The third game in the match, if needed as the tiebreaker is played to 15 points. In the case of a tie, play continues until a two-point lead is reached (26-24, 27-25, etc). Teams change sides per game for the first two games and at the 8th point on the third game.
 - To Score a Point: If a team fails to serve properly, return the ball, commits any fouls, violations, or any other faults, the opponent wins the rally and scores a point.

COED VOLLEYBALL

1. The team shall be composed of 6 players, 3 male/3 female.
 - A minimum of 4 players are required to start a match.
 - Teams must have a minimum of 2 males and 2 females and a max of 3 and 3 on the court at all times.
 - If there is an odd number of players on the court for one team, either sex may be the sex with the odd number of players on the court.
2. The serving order and positions on the court shall alternate male/female.
3. There are no restrictions on males or females at the net.
4. Substitutions must be made on a male for male, and female for female basis.