GENERAL

- 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 must present a current, valid UT Rocket Card upon checking in with the IM Staff. Participants who do not have their UT Rocket Card with them WILL NOT BE ALLOWED TO PARTICIPATE. No other form of identification will be accepted. There are no exceptions to this rule.
- Individuals may only play for one same sex 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 scoresheet. Players may be added to a roster at any time during the regular season provided all other eligibility criteria are met (see Intramural Handbook).
- Game time is forfeit time. There is no grace period. All players must be signed in and ready to play at the exact scheduled game time.

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.

  If a team forfeits a game they must pay a forfeit fee $15 before being allowed to resume participation in the sport. All forfeit fees must be paid in 3 business days or before next scheduled game, whichever is sooner. If the forfeit fee is not paid the team will be eliminated from competition.

- Defaults:
  If a team knows in advance that it will not be able to make a scheduled 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 Monday-Friday→ notification must be received by 12pm on the day before the scheduled game
  - Games scheduled Saturday/Sunday→ notification must be received by 3pm on the Friday before the scheduled game

  Captains 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 captain only. All defaulted contests will be counted as a loss. However, the team will not be charged with a forfeit fee.

- Dropped from Play:
  Any combination of two forfeits/defaults in the same season will result in a team being dropped from play for the remainder of that particular season. Any team owing a forfeit fee will be eliminated from playoff
eligibility. Any team that forfeits/defaults a game in a single or double elimination tournament will also be dropped from play.

- Forfeited and defaulted contests will not be rescheduled.

The Game:
Warm-up: There will be a 5 minute warm-up period available to teams prior to each match.

Match: The first team to win (2) two games in the match. Games 1 & 2 play to 25. Game 3 to 15. Rally scoring. Teams must win by 2. Time limit: max 40 minutes. For doubles max roster of 4 players and for quads a max roster of 6 players.

Time-outs: Two thirty-second time-outs are allowed each game.

Sand time-outs: Players are permitted to take a moment to clear the sand or sweat from their body; however, this should not be a time-out and should be done minimally. Excessive displays of delaying the game could result in a warning from an official or supervisor.

Overhead Pass (sets): Slight leniency will be given to the setting action, but if a set is clearly a double hit or lift, then it should be called as such (ball to the opposing team).

Substitution: A substitution may be made due to an injury that prevents a player from continuing or once during the course of the match. All substitutions must be for the same sex.

Serve: The ball may be served in any fashion, as long as it is only contacted by one hand at its release point. The serve may take place anywhere behind the end line. A serve may not be blocked or attacked.

Centerline/net: A player may cross the centerline anywhere along the net, as long as their play does not interfere with the play or judgment of an opposing player.

Dinks and Directional Blocks: Players may not touch the net. Directional blocks are permitted as long as the ball is not held or thrown.

Sand Digs: The ball may be hit with an open hand or both open hands on any hard driven ball. A serve, overpass, free ball or roll shot is not considered a hard driven ball. A legal sand dig may actually travel from one hand to another, or to another part of the body (double contact).

Simultaneous contact between teammates: If both players touch the ball at the same time, it will count as ONE team hit and either player may hit the ball next.

Successive contacts: Players may have successive contacts of the ball during blocking and during a single attempt to make the first team hit of a ball coming from the opponent’s side, even if the ball is blocked. Contact with the ball must be above the waist.