

Intramural Volleyball Rules (Revised 10/12/04)

I. Eligibility

- A. Team managers and players are responsible for checking their eligibility status. A complete list of intramural eligibility regulations and procedures is available in the Recreational Sports Managers' Manual which may be obtained in the Campus Recreation, Collins Fitness Center.
- B. The first mandatory Volleyball Managers' Meeting is Monday, October 16, 2006 at 3:30p.m., Collins Fitness Center.

II. Equipment

- A. Campus Recreation will provide a game ball for each contest.
- B. If teams wish to warm up they must provide their own ball or check one out from the equipment cage with a valid TU I.D.
- C. Clothing
 - 1. No street clothes (i.e. jeans, button shirts, hard-soled shoes) may be worn.
 - 2. Court shoes must be worn by all participants (street shoes, deck shoes and any shoes that will mark the gym floor are unacceptable).
 - 3. Splints, casts, or anything which is dangerous to other participants may not be worn. However, protective devices may be worn provided any metal parts are covered and it has been approved by Campus Recreation.
 - 4. Players must remove all jewelry prior to participating.
- D. New Policy: Headgear Policy: Headgear is not allowed to be worn by any participant during an Intramural event, except for one piece head/sweat bands that do not have to be tied or do not have any knots. For INDOOR sports, all illegal headgear consists of any hats, bandannas, baseball caps, winter/wool hats, and any other such similar headgear. This also applies to OUTDOOR sports with the following exceptions: winter/wool hats are also allowed for all outdoor sports, and baseball type caps are allowed only during Intramural Softball. The officials and supervisors on duty have the authority to disallow any participant from participating which they feel would endanger the person wearing the headgear or his/her opponents.

III. Players - Co-Rec

- A. Six (6) players minimum of four (4) players needed to begin and complete a game. With six (6) players, a 3 to 3 ratio of males to females.
- B. The limit to the number of varsity athletes on a team's roster is three(3).

IV. Forfeits

- A. Forfeit time is 10 minutes from the <u>scheduled starting time</u> of the contest.
- B. A team may start and compete with as few as four (4) players.
 - 1. The game will begin when four (4) players are present.
 - 2. Additional players may be added to the score sheet and enter the game as they arrive.
- C. In order to claim a forfeit, a team must have the correct number of players present and ready to play.
- D. If neither team is able to field the correct number of players, a double forfeit will be declared.
- E. If a contest is discontinued due to unsportsmanlike conduct the offending team(s) will receive a forfeit and be dropped from further league competition.
- F. Mandatory Managers' Meetings are held each Monday at 3:30 p.m. The first meeting for a team sport will be held on Monday following the entry deadline date. (The first meeting of every sport, and the meeting immediately prior to play-offs are mandatory. Teams not represented at either of these meetings will not be eligible for play-offs.) Attendance at each Manager's Meeting will earn 10 Golden Team points for the team(s) represented. The "sport season" is defined as the period of time from when an entry is turned in until the team is terminated from play-offs.

G. If a team forfeits an intramural game, the forfeiting team will automatically receive a "0" (F) sportsmanship rating and the team winning by forfeit will automatically receive a "10" (A) for that scheduled game. These ratings will be averaged the same as if the game were played.

V. The Game

- A. All games shall be governed by the current United States Volleyball Association Rules, except where special Intramural Rules apply. All players, coaches, and managers are responsible for knowing the rules.
- B. Games may begin with a minimum of four (4) players. The supervisor will declare a forfeit if any team is not ready to play ten (10) minutes after the scheduled game time.
- C. A toss of the coin will determine who has the option of taking the serve or choice of courts. A flip of the coin determines service in the third game.
- D. Teams will change courts at the end of each game of the same match.
- E. Length of the Game
 - 1. A match consists of the best two out of three games to 15 points (rally scoring), or 55 minutes whichever comes first. A two point advantage is necessary to win a game.
 - 2. If at the end of 55 minutes if a game is still in progress, the team to first gain a two point advantage will be declared the winner.
- F. Time-Outs: Two (2) thirty second time-outs may be taken by a team per game. The time-out will be called by the team captain or coach while ball is dead. Three (3) minutes are allowed for injury. These do not count as time-outs. If a substitute is not ready to enter the game immediately, the team is charged with a time-out. The team may then use a thirty (30) second time-out.

G. Substitutions

- 1. Substitutions may be made only when the ball is dead. All substitutions must be made within a 15 second time limit.
- 2. A substitute can only go in and out of one position. Exception: upon mutual agreement of both teams, one position may be designated as the position for rotating players into the game.

H. Legal Play

- 1. The ball must pass between or over the side boundary lines (net antennas as it crossed the net, and in three or less hits). Cannot go over antennas.
- 2. It is permissible to run out of bounds to play a ball. However, if the player contacts any part of the net cable or bleachers, the ball will be considered out of bounds.
- 3. If two players contact the ball simultaneously, it counts as one hit, and either player may play the ball again.
- 4. A player may play the ball twice during a volley, but not twice in succession, unless played directly off a legal block.
- 5. It is legal to contact the ball with any part of the body above the waist as long as the ball rebounds immediately and does not "come to rest" against the body.
- 6. When a ball touches a boundary line, it is considered good.

VI. Ball in Play, Dead Ball, and Play Over

- A. Starting of the Game
 - 1. At the start of a game, or following a "dead ball", the referee will signal readiness to play by blowing his whistle and giving a visible sign.
- B. Dead Ball a served ball is dead if it:
 - 1. Touches the floor of the serving team's court, a teammate of the server, or the net.
 - 2. Passes under the net.
 - 3. Touches the ceiling, any obstructions or objects before contacting an opponent, or the floor of the opponent's court.
 - 4. Lands out-of-bounds.
- C. Play-Over a served ball will be replayed when:
 - 1. Any object enters the court or there is interference with play.
 - 2. A player serves the ball before the official's whistle signals for service. (Note: after one replay per team, per match, a side out will be called)
 - 3. A player is injured.
 - 4. A double foul occurs.
 - 5. A simultaneously held ball above the net.

VII. Position of Player

- A. A player will not serve out of turn. When the ball is declared dead, an out of turn service may be called by volleyball official or by the opponent's captain or coach. If verified by scorer, points are canceled and side out declared.
- B. The substitute will take the position of the player whom he/she is replacing. No change will be made in the relative position of other players when substitution is made. After a player has re-entered the game, he/she will be in his/her original position in relation to his/her teammates.
- C. The server will serve from within serving areas and will not touch the lines bounding this area or the floor outside this area at the instant the ball is contacted when hit for the serve. Part of the server's body may be in the air over or beyond these lines.
- D. After the ball is contacted for serve, the players may move from their respective positions.
- E. A back line player forward of the ten (10) foot line who is returning the ball across the net, must contact the ball from below the level of the top of the net.
- F. Front row (and/or back row) players may not be nearer to the sideline or even with their corresponding front row (and/or back row) player, (i.e., LF must be clearly to the left of CF, etc.)
- G. A front row player may not be nearer to the end line or even with their corresponding back row players; and a back row player may not be even with or in front of their corresponding front row player (e.g., CB must be clearly behind CF, etc).
- H. Overlapping only applies to the position of the feet on the floor it has nothing to do with other body parts. It occurs on the contact of the serve.

VIII. The Server

- A. The first server is the right back player.
- B. The server may not step over the service line until the ball has been contacted.
- C. The ball must be tossed and hit while in the air during the serve. The server may strike the ball with his hand in any manner; underhand, sidearm, or overhand.
- D. If the service toss is released and permitted to land without the player touching it, it is considered a service tossing error. The referee will authorize the service again.
- E. "Side-out" is declared when a served ball hits the ceiling, or any other objects hanging from the ceiling or wall.
- F. Each player must remain in position within the boundary lines of the court until the ball has been contacted by the server.
- G. A back line player's position may not overlap with a front line player's front-to-back position, two different players may not overlap side-to-side prior to the serve.
- H. Rotation shall be in a clockwise direction.
- I. The server must wait for a whistle from the referee before serving; failure to do so will result in a warning the first time; a "side-out" the second (one warning per match).

IX. Net Play

- A. A player will not contact the net while the ball is in play. When the ball is driven into the net so that it causes the net or supports to touch an opposing player, it is not a foul.
- B. Touching the mid-line area with a foot or feet is not a fault providing that he/she does not interfere with the play of an opponent.
- C. A ball may be played from the net.
- D. A ball, other than serve, may touch the net within the side line markers crossing over to enter the opponent's court.
- E. When only part of a ball crosses the net and is then contacted by an opponent it is considered as having crossed the net.
- F. The player will not make successive contacts of the ball. The handling of the spike will have to be accomplished with the same control and allowances as any other ball.
- G. A block or multiple block does not count as the first of the three (3) contacts allowed that team. The next contact by either team is the first of the three (3) contacts allowed before the ball must be delivered to the other side.

- H. When a player contacts the ball simultaneously with an opponent, above the top of the net, and the ball falls on his side of the net, it will not be considered as one of the three (3) plays allowed his team. Such player may participate in the first of these three (3) plays allowed.
- I. Contacts of the ball with two or more parts of the body are allowed and are considered one play, only on a serve or a hard driven spike.
- J. Simultaneous contacts of the ball by teammates (other than blockers) are considered one play and either player involved may participate in the next play.
- K. Reaching over the net to block a ball is legal if:
 - 1. The opponent has intentionally directed the ball into the block.
 - 2. The opponents have used three (3) hits.
 - 3. No member of the opponent's team has had a play on the ball.
- L. A follow through over the net is legal if:
 - 1. The ball is contacted on the player's side of the net.
 - 2. In follow through, the player makes no contact with the net.
- M. The serve may not be blocked or attacked.

X. Additional Co-Rec Rules - All rules given above apply to co-rec play except:

- A. The height of the net for Co-Rec will be the same as the Women's height.
- B. The serving order will alternate one (1) man and one (1) woman throughout the line-up.
- C. When the ball is played by more than one (1) player on a side, one (1) hit must be made by each sex before the ball is returned to the opponents.
- D. When only one (1) male player is in the front row one (1) back row player may come to the net to block.
- E. No men may attack-hit from the front zone. At take-off the foot (feet) must neither have touched nor crossed over the attack line or its imaginary extension. After the attack-hit, the player may land within the front zone.

XI. Default Policy

- A. If a team has notified Campus Recreation and their opponent before 5:00 p.m. the day before the scheduled game that they are unable to play, it is considered a default.
- B. The defaulting team must fill out the "Team Default Form" by 5:00 p.m. the day before the scheduled game.
- C. A team may default one game in league play. (No defaults will be permitted in play-offs or certain tournaments).
- D. Captains of each team must notify the Recreational Sports office that they are aware of the defaulted game.
- E. This defaulted game will count as a no game for the team defaulting and a win for their opponent.
- F. Defaults by a team will be taken into consideration when play-off seeding are made.

XII. Rescheduling Procedure

- A. Rescheduling of contests for other reasons (player illness, conflicting schedules, etc.) is seldom possible due to the number of entries and limited time/space during the season.
- B. Teams wishing to reschedule a contest must:
 - 1. Contact Campus Recreation to obtain a list of available rescheduling times.
 - 2. Contact the opposing manager. If the opposing team is willing to reschedule, a mutually convenient date/time should be agreed upon.
 - 3. Confirm the chosen rescheduling time with Campus Recreation. BOTH team managers must sign the Game Reschedule Request form in the Recreational Sports Department.
 - 4. Rescheduling forms must be COMPLETED 24 hours prior to the originally scheduled contest and/or chosen reschedule date. ALL WEEKEND COMPETITIONS MUST BE RESCHEDULED BY 2:00 p.m. FRIDAY.

- A. Teams must adhere to the sportsmanship regulations by obtaining a "C" average in the regular season to qualify for play-offs. This sportsmanship average will carry over into the play-offs. If a team's sportsmanship average drops below the "C" average during play-offs competition they will be dropped from play. Also, if a team receives two "F" sportsmanship ratings during play-off competition they will be dropped from play regardless of their sportsmanship average. Campus Recreation reserves the right to drop any team and/or individual from ploy-off competition for sportsmanship violations regardless of that team's sportsmanship average.
- B In order to be eligible for play-offs, teams must adhere to Managers' Meetings policies as stated previously.
- C. Teams/individuals may be barred from participation in play-offs due to unsportsmanlike conduct or eligibility violations during the regular season.
- D. In order to be eligible for play-offs, an individual's name must have been on the teams entry card for at least two regular season contests and must have played in at least one regular season contest.
- E. Teams may not have more than one (1) forfeit for the season.

XIV. Sportsmanship

- A. It is the philosophy of Campus Recreation that sportsmanship and fair play are vital aspects of intramural competition.
- B. The highest standards of sportsmanship are expected by all participants and spectators. Officials, supervisors and administrative members of the Recreational Sports staff will make decisions as to whether to warn, penalize, or eject players/teams/spectators displaying unsportsmanlike conduct.
- C. A team is responsible for the actions of individual members of the team and for their spectators. The conduct of players, coaches, team managers and spectators before and after the game is as important as conduct during the game. Teams will be held responsible for their group's conduct at these times.
- D. All University of Tulsa Campus Recreation sportsmanship policies are in effect.

XV. Judgment

- A. All protests must be made to the official on the field of play at the time of occurrence and not after the contest is completed. It should be noted, however, that a matter involving a judgment call is not basis for a protest.
- B. A protest regarding the eligibility of players must be made before either team plays its next scheduled game. Additional protest information is available in the 2000-01 Intramural Policies and Procedures Brochure.

XVI. Miscellaneous

- A. Anyone (player or non-player) who receives two unsportsmanlike conduct penalties at any point will be ejected.
- B. Any player signed-in on the game score sheet will be considered to have played.
- C. Names on the game score sheet must be IDENTICAL to the names on the entry card.
- D. Any team receiving a forfeit due to an illegal player, that is a player whose last name is the same on the blue card and score sheet but the first name is not IDENTICAL, will have 24 hours upon notification to provide proof that the two individuals are the same person. Proof will be a student I.D. or other official documentation; however, it is the discretion of the Director of Recreational Sports whether to accept the proof provided.
- E. All spectators must remain in the stands. Teams may have one (1) coach on the court.
- F. Team managers/captains are responsible for the conduct of their team players and spectators. Teams will not be allowed on the court until the preceding game is finished.
- G. Teams may not use the game ball to warm up.
- H. Only the captain will be allowed to speak to the officials.
- I. Campus Recreation does not provide insurance coverage and assumes no responsibility for injuries occurring during intramural sports.
- J. Drug/Alcohol Policy: In the event that it is determined or suspected that a player is under the influence of drugs and/or alcohol while participating in an intramural event the participant will be removed from that game. Supervisors or officials have the authority to eject from a game any player(s) and spectator(s) for suspected drug and/or alcohol use. Individual(s) removed for drug and/or alcohol use are indefinitely suspended from all intramural sports until he/she has an appointment with the Director of Recreational Sports.

K. Injuries

- 1. All injuries sustained in Intramural Sports play must be reported to the Intramural Sport supervisor on duty.
- 2. Any player who appears to be unconscious, incoherent or suffer a head trauma will not be allowed to return to the game, and should seek medical clearance before they resume activities.
- L. Blood Rule: An intramural participant who is bleeding or has blood on his clothing shall be prohibited from participating further in the game until appropriate treatment can be administered. A player may re-enter after receiving the appropriate treatment and/or a change in clothes.