



Campus Recreation Intramural Volleyball Rules

NO ID, NO PLAY, NO EXCEPTIONS

*** Any final decisions will be made by the discretion of the Intramural Sports Assistant on duty***

Players and Substitutions

- Teams will consist of six players. A minimum of four players are required to start play. A minimum of one player of each gender must be present and on the court at all times if there are four but you must have two of each gender if you wish to play with five or more players.
- Players are responsible for turning in ID cards to the scorekeeper prior to participating in each game. Only the team captain will speak for the team in all dealings with the officials. Game time is Starting time, there is no grace period.
- Extra players or substitutions may rotate in during the game. This must occur prior to a team's serve.

Equipment

- The net will be set at the height of 7'11 ^{5/8}" at the center of the net.
- Shirts must be worn by all participants.
- Players must wear appropriate court shoes.
- All game balls will be provided by the Intramurals program and will be used for all games.
- Jewelry may be worn at player's own risk however, any intramural official may ask a player to remove a piece of jewelry that may cause harm to other participants.

Start of Game and Game Time

- *•Game time is starting time; there will **NOT** be a 5 minute grace period. The Managers' timekeeping device will be the official time and players must be READY TO PLAY at game time or will forfeit the match.
- Service and sides will be determined prior to the start of the match by a coin toss.
Service and side will then alternate for the second game. Service and side of the 3rd match will be decided by another coin toss (If 3rd game is necessary). Third game will go to 15 rally scoring.
- The first 2 games will go 25 points and the third will go to 15. All sets must be won by 2 with no cap.
- Rally scoring= It does not matter who serves; the winner of the rally gets the point.

Rules of the Game

- Players must rotate clockwise prior to their team's serve.
- A player may not hit the ball more than once in succession.
- The ball must be hit legally. No holding, carrying, lifting or throwing is permitted. Carries will be called at the official's discretion whenever a player's palm contacts the ball.
- The ball is considered "in" if any part of the ball strikes one of the court lines.
- A player cannot touch or reach over or under the net to hit the ball. Only when returning the ball may a player follow through over the net. Players cannot touch the net while the ball is in play. Hanging on the net at any time is not allowed.
- A player may step on the centerline, but may not step across it fully.
- No more than three touches may be made per team before the ball is returned over the net. A block at the net is not considered a touch.
- If a ball hits the net on a serve and continues over, it is a live ball.
- A serve may be overhand or underhand as long as it is not punched, shoved or thrown.
- Blocking a serve is illegal.
- Back row hitting is allowed as long as the hitter leaves the ground behind the ten foot line or does not leave the ground at all.
- The penalty for breaking a rule is a point for the team that does not commit the violation.

Rosters

No more than 12 players are allowed per team. A team must have a minimum of four players or a maximum of six players on the court at the start of the game.

Teams may not remove players from their roster once that participant has played in a regular season match.

Players may not, at any point, change teams once they have participated in a game. Teams may add players throughout the regular season up to the second game if an open roster spot is available. In order to participate in any intramural contest, all must present a valid Stanislaus State student identification card.

If a team forfeits in advance, the opposing team gets treated as if all their eligible players had arrived and played.

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Revised 3/24/2016