



2009 Fall Indoor Men's & Women's Volleyball Rules

General Playing Rules:

1. Players need to bring their Eagle Access Student ID card to every game and check-in at the table each night of play.
2. Regulation teams are composed of 6 players. Teams may begin with as few as 4 players, but no less than 4.
3. Players are allowed to play for one team only.
4. Intercollegiate Volleyball players are not eligible to play if their names appear on the roster from last year's team. To be eligible to play Intramural volleyball they must sit out one academic year and then only one of these players are allowed to play per team.
5. A match consists of the best two out of three games to 21 points. All games must be won by two points, or the first team to 25 points. If a third game is necessary it will be played to 15 points with a cap of 15 points. As in high school and college play, all games will use the rally scoring format.
6. Paper, Rock, Scissors will determine the first service of the match or choice of side. Team serving first yields that right in the second game. Teams will change sides after each game. Serve and choice of side for third game will be decided by Paper, Rock, Scissors.
7. Each team is allowed one (1) timeout per game (30 seconds each). One minute will be allowed in between games.

The Serve:

8. The ball is allowed to make contact with the net on serve as long as it lands inside their opponent's court.
9. Serves do not have to be played using a bump by the receiving team. Teams may "set" the serve.
10. The server shall not serve the ball until signaled by the referee. First violation results in a warning followed by loss of serve on subsequent violations.
11. The served ball may not hit the antenna.
12. The server is entitled to one re-serve per term of service.
13. A serve may not be blocked or attacked by the receiving team.

Hitting the Ball:

14. A player may not lift the ball with an open hand.
15. A player may not make consecutive contacts with the ball except after a block.
16. The ball may be contacted with any part of the body as long as it doesn't roll or have prolonged contact.
17. Back row players may not attack the ball unless they jump from behind the ten foot attack line. Back row players also

may not attempt to block at the net.

18. Any ball that is hit into the basketball backboards and goals, rafters, and other ceiling fixtures will be considered a live ball and "in play". The only exception: If basketball goals are down and interferes with play, a replay will be called.

Player Substitutions:

19. Substitutions may be made at any time while the ball is not in play provided the official is notified. A continuous rotation must be used for substitutions, where each time a team serves, the substitute rotates in as the server. Late arrivals assume the last position in the substitution order unless their team is short players. In this case the player assumes the last position in the serving order.

Forfeits:

20. If a team does not have at least four (4) eligible players at the scheduled starting time of the first game, the first game will be a forfeit. If a team remains short of players ten (10) minutes after the scheduled starting time, the second game and match will be considered a forfeit.

21. A game will be considered a double forfeit unless one team has at least four players present at the scheduled starting time of the match.

22. If a team forfeits a match during the season, that team is not eligible for the post season tournament, regardless of their record and will not be eligible to win their league and receive league championship t-shirts.

23. Teams may avoid a forfeit if they call the Intramural Recreational Sports office by 1:00 p.m. the day of the contest.

Sportsmanship Rating:

24. After each game the official and scorekeeper will rate your team's sportsmanship on a scale of 1 – 4. Good sportsmanship is expected and is required to continue playing and to be eligible for the post season tournament.

The Tournament:

25. Rosters will be open to add new players until their last regular season game before the tournament.

26. The top two teams from each league will be eligible for the tournament.

League Tie Breaker Criteria:

27. When two or more teams have the same record within their league, the following criteria determine final standings.

1. Head to head record
2. Match record vs teams tied with
3. Point differential vs teams tied with (total points scored minus total points allowed)
4. Total point differential vs all teams in the league. (total points scored minus total points allowed)
5. Sportsmanship rating
6. Coin Flip

All Campus League Points:

1 st	150pts	3 rd - 4 th	100pts	Qualify for Tournament	50pts
2 nd	125pts	5 th - 8 th	75pts	Participation Pts.	25pts
				Not Attend Capt. Mtg.	-25pts