

IU South Bend Intramural Sports Volleyball Rule Book

General Policies

WAIVERS

Each participant is required to read and sign a WAIVER form before they can participate. The university assumes **NO medical or financial responsibility for any voluntary participation in intramural sports**. The university encourages all intramural participants to maintain their own health and/or accident insurance, as well as insurance to cover personally owned equipment.

ELIGIBLE PLAYERS

- A. Students who are registered for classes, pay IU South Bend tuition, and have valid Student Activities Center (SAC) memberships
- B. Faculty and staff (*not* faculty and staff spouses) who have valid SAC memberships
- C. Dues-paying members of the IU South Bend Alumni Association who have valid SAC memberships
- D. Participants listed on a team/individual the entry forms located at the front desk of the SAC
- E. (Team sports) Players added at any time during the regular season, providing they have not already played for another team. Teams can add a player at game time, provided he/she has proper identification. This player's name is then added to the team roster, after checking eligibility. Rosters are frozen for teams participating in playoffs. Players must have participated in at least one regular-season game to be eligible to participate in a playoff game.
- F. Students, faculty, and staff who can present a **valid IU South Bend picture identification (ID)** card to the game official prior to the start of the game or event. **If an IU South Bend student/faculty/staff picture ID is not presented, the participant cannot play.**
- G. IU South Bend Alumni Association members who can present a valid **SAC membership card and a valid form of picture identification** (e.g., driver's license, state ID, etc.)
- H. A team is limited to the **TWO** former varsity/junior varsity squad members meeting the specified criteria.

* Current intercollegiate (varsity or junior varsity) and military academy players are ineligible. If listed as a member of a varsity sport (or on "Squad List") in the same or related activity and gender during the 2008-2009 academic year you are ineligible.

FORFEIT POLICY

- A. If game time arrives and one team does not have the minimum number of **four** players, then the team is awarded an additional five minutes for participants to arrive.
- B. If the team has at least **four** players present by the end of the additional time period, then the game must start promptly, and game time is reduced by five minutes.
- C. If, after the additional five minutes, the team does not have the minimum of **four** players, then the game is awarded to the team that has enough players.
- D. If neither team has the minimum of **four** players, then there it is a double forfeit.

Once a participant or team forfeits twice, they are automatically eliminated from league and post-tournament play.

OFFICIALS

Game and event officials are comprised of intramural officials from IU South Bend. Players and coaches are expected to treat officials with respect and dignity.

CONDUCT

All players are encouraged to play to the best of their ability and make every effort to win, within the spirit of the rules. Teams are responsible for the actions and behavior of their players, coaches, and spectators. Please behave in a courteous and responsible manner. Good sportsmanship is required at ALL TIMES.

- Any player ejected from a game must sit out the remainder of that game and cannot play again until they meet with the intramural coordinator.
- If problems on the field/court continue, the player/participant will be asked to leave the field/facility.
- An ejection of a participant is also subject to further discipline that can go to the Office of Student Judicial Affairs at IU South Bend.

AWARDS

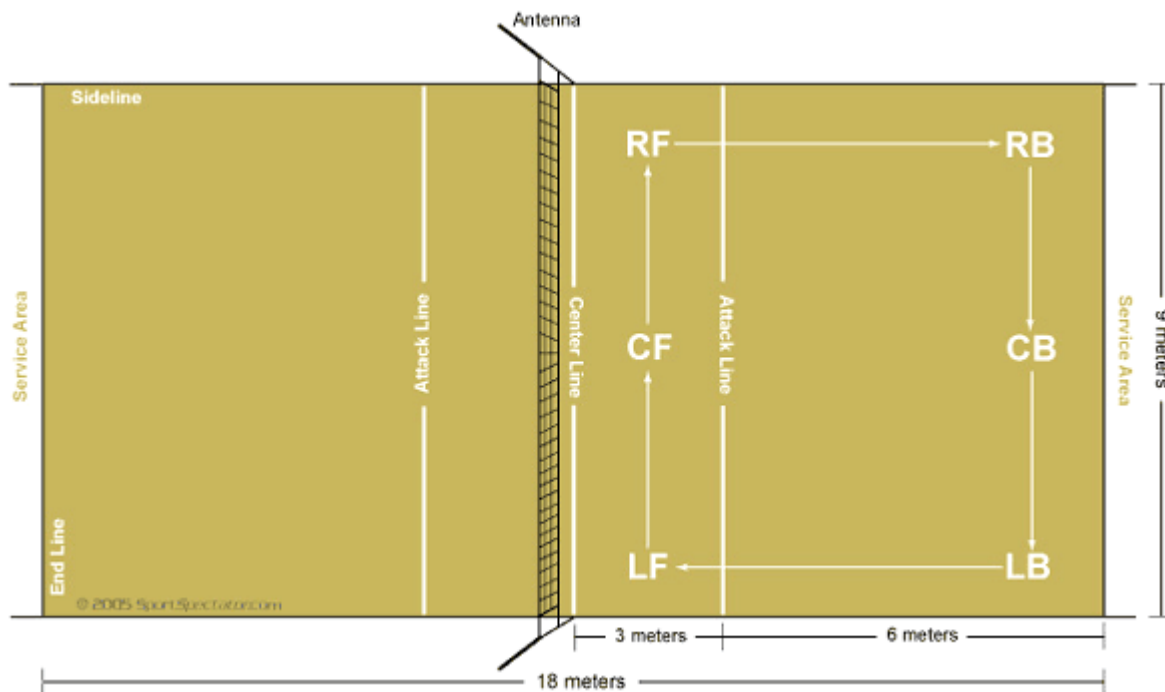
The championship team is awarded IU South Bend championship t-shirts immediately following the championship games/tournaments.

Sport Specific Rules

The National Federation of State High School Associations' (NFHS) are used as a based and are consulted concerning interpretations.

1. **The Court**

- 1.1 The court shall be 60 feet long and 30 feet wide, measured to the outer edge of the boundary lines.
- 1.2 **Playable Overhead Obstructions:** A ball striking the ceiling or an overhead obstruction above a playable area shall remain in play provided the ball contacts the ceiling or obstruction on the side of the net extended that is occupied by the team that last played the ball, and the ball is legally played next by the same team.
- 1.3 **Out of Bounds:** A ball is out of bounds and becomes dead when it:
 - 1.3.1 Touches a wall, objects mounted flush with a wall, or objects on the floor outside the court without interfering with a player's legitimate effort to play the ball;
 - 1.3.2 Touches the floor completely outside the court's boundary lines;
 - 1.3.3 Touches the net antennas above or within the net or does not pass over the net entirely between the net antennas;
 - 1.3.4 Touches the net cables or net not completely inside the antenna, net supports or first referee's platform;
 - 1.3.5 Touches a nonplayer who is not interfering with a player's legitimate effort to play the ball;
 - 1.3.6 Touches the ceiling or overhead obstructions beyond the vertical plane of the net and it's out-of-bounds extension;
 - 1.3.7 Touches or enters (from the direction of the court) a nonplayable area beyond the legal reach of a player, or adjacent courts scheduled for play;
 - 1.3.8 Touches any part of a backboard or its supports hanging in a vertical position, over a playable area if it is a served ball or, in the judgment of the referee, the ball would not have remained in play if the backboard had not been there.
 - 1.3.9 **PENALTY: Loss of rally/point is awarded to the opponent.**



1.4 The height of the net shall be:

1.4.1 For Women – 7' 4 1/4" (24/15);

1.4.2 For Men – 8' (38);

1.4.3 For Co-Rec – 8' (38).

2 Players

2.1 Each team shall have six players, designated as follows:

2.1.1 Right Front, Center Front, Left Front

2.1.2 Right Back, Center Back, Left Back

2.2 A team may begin with 4 players

2.2.1 Front and back row players must be designated to officials

2.2.2 If team has 5 players 3 players must be designated to the back row

2.3 Co-ed Rules

2.3.1 Each team must have 3 males and 3 females

2.3.1.1 Teams may play with more females than males

2.3.2 Two males may never be next to each other in the rotation

2.3.2.1 Exception- if team has 5 players and 3 are male

3 Equipment

3.1 All players must wear closed toe athletic shoes

3.2 Jewelry may not be worn

4 The Game

4.1 During the pre-match conference a coin toss will be used to decide who serves first

4.2 A match consists of best two-out of –three games or a 45 minute time limit

4.3 Games one and two are played to twenty-five points provided one team has a two point advantage

4.4 Game three is played to 15 points provided on team has a two point advantage

4.5 The game will be played using rally scoring

- 4.5.1 A point shall be scored:
 - 4.5.1.1 Each time a team commits a fault
 - 4.5.1.1.1 If the serving team wins the rally. Team continues to serve.
 - 4.5.1.1.2 If the receiving team wins a rally. Team also gains the serve.

4.6 Each team will be granted one 30 second time-out each game.

5 The Serve

- 5.1 The server must wait for the official to beckon (blow the whistle and motion with his/her hand) before a serve can be attempted. The ball should be released within 5 seconds of the signal to serve.
- 5.2 The server shall hit the ball with one hand, fist or arm while the ball is held, or after it is released by the server.
- 5.3 The server must always serve within the service area. If at any point the foot/feet are touching or past the baseline extended, then a fault shall be called.
- 5.4 A player's term of service begins when the player assumes the right back position as the server and end when a loss of rally is awarded.
- 5.5 A re-serve shall be called when the server releases the ball for service, then catches it or drops it to the floor.
- 5.6 The first server of the game is the right back position. Thereafter, when a team is awarded a loss of rally, the player in the right front position rotates to the serving area.
- 5.7 Illegal Service -The following faults lead to change of service even if the opponent has a position fault:
 - 5.7.1 The server:
 - 5.7.1.1 violates the service order
 - 5.7.1.2 does not execute the service properly, or
 - 5.7.1.3 violates the rule of service tossing error
 - 5.7.2 Service Faults -After the ball has been correctly hit, the service becomes a fault (unless there is a position fault) if the ball:
 - 5.7.2.1 touches a player of the serving team
 - 5.7.2.2 fails to pass through the crossing space
 - 5.7.2.3 lands "out" or

6 Playing the Ball

- 6.1 Maximum of three team contacts before returning the ball over the net.
 - 6.1.1 Exception: A block is not considered a hit.
- 6.2 A player who contacts the ball shall be considered playing the ball.
- 6.3 A legal hit is when the ball touches a player's body above and including the waist which does not come to a visible rest or make prolonged contact with the player's body.
- 6.4 Illegal Hits
 - 6.4.1 Holding
 - 6.4.2 Catching
 - 6.4.3 Throwing
 - 6.4.4 Lifting
 - 6.4.5 Pushing
 - 6.4.6 Rolling
- 6.5 A player may not hit the ball twice in succession, this is called a double hit
 - 6.5.1 Exceptions: If first hit is an attempted block, and any simultaneous contact with teammate or opponent
- 6.6 A player may not make multiple contacts of the ball when trying to play it

- 6.6.1 Exceptions: When the first ball over the net rebounds from one part of the body to another legal part while blocking the ball
- 6.7 If the ball is simultaneously contacted by opponents, then the team whose side the ball falls to has the right to hit the ball three times.
 - 6.7.1 If the ball is held simultaneously by two opponents, it is a double fault and the referee shall award a replay.
- 6.8 Blocking
 - 6.8.1 Blocking a ball which is entirely on the opponent's side of the net is permitted when the opposing team has had an opportunity to complete their attack.
 - 6.8.2 Blocking a served ball is not permitted
- 6.9 Back Row Players
 - 6.9.1 A back-row player (on or in front of the attack line), cannot contact the ball completely above the height of the net and complete an attack.
 - 6.9.2 A back-player shall not:
 - 6.9.2.1 Participate in a complete block.
 - 6.9.2.2 Attack a ball which is completely above the height of the net while positioned:
 - 6.9.2.2.1 On or in front of the attack line or its out-of-bounds extension;
 - 6.9.2.2.2 In the air, having left the floor on or in front of the attack line or its out-of-bounds extension.
- 6.10 Net Play
 - 6.10.1 A ball contacting and crossing the net shall remain in play provided contact is entirely within the net antennas.
 - 6.10.2 A player shall not contact a ball which is completely on the opponent's side of the net unless the contact is a legal block
 - 6.10.3 A net foul occurs while the ball is in play and:
 - 6.10.3.1 A player contact any part of the net including net cables or net antennas;
 - 6.10.3.2 There is interference by a player who makes:
 - 6.10.3.2.1 Contact with an opponent which interferes with the opponent's legitimate effort to play the ball;
 - 6.10.3.2.2 Intentional contact with a ball which the opponent has caused to pass partially under the net or into the body of the net and the opponent is attempting to play it again.
 - 6.10.4 Penalty for a net foul is loss of rally/point is awarded to the opponent.
- 6.11 Fouls
 - 6.11.1 A foul is a failure to play as permitted by the rules.
 - 6.11.1.1 **Penalty: loss of rally/point is awarded to the opponent**
 - 6.11.2 A double foul occurs when opposing players commit rule violations at the same time
 - 6.11.2.1 **Penalty: During live ball a replay is called**

7 Substitutions

- 7.1 Teams may substitute one player for another. Such players may only replace each other, and neither may enter the game more than three times (including a starting player).
- 7.2 A team may prefer to set up a regular rotating substitution whereby the extra player(s) will rotate into a position and another player will rotate out. Such a rotation must be continuous throughout the entire game and must not skip any players.
- 7.3 If a person is not present for the beginning of the game, they may not enter the match until the following game.

- 7.3.1 However a player arriving late for the match may be used as a substitute.
(Example: If a 6th player arrives during the first game, they can only be used as a substitute. The following game they may be a starter.)
- 7.3.2 Players starting a game may be replaced by a substitute and a starter may re-enter an unlimited number of times as long as they remain in the original serving order.