

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.
 - i. 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 2010-2011 academic year you are ineligible.
- I. A team is limited to **TWO** current club volleyball members.

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.

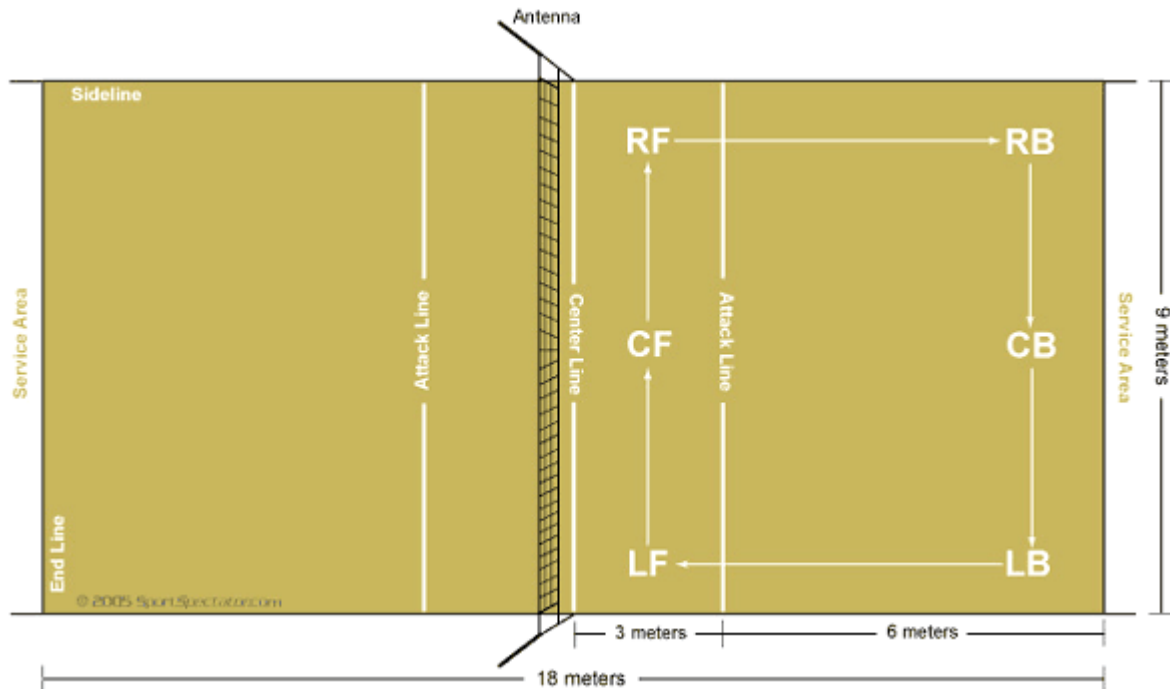
1. The Game

- 1.1 During the pre-match conference a coin toss will be used to decide who serves first
- 1.2 A match consists of best two-out of –three sets or a 45 minute time limit
- 1.3 Sets one and two are played to twenty-five points provided one team has a two point advantage
- 1.4 Set three is played to 15 points provided on team has a two point advantage
- 1.5 The game will be played using rally scoring
 - 1.5.1 A point shall be scored:
 - 1.5.1.1 Each time a team commits a fault
 - 1.5.1.1.1 If the serving team wins the rally. Team continues to serve.
 - 1.5.1.1.2 If the receiving team wins a rally. Team also gains the serve.
- 1.6 Each team will be granted one 30 second time-out each set.

2 The Court

- 2.1 The court shall be 60 feet long and 30 feet wide, measured to the outer edge of the boundary lines.
- 2.2 **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.
- 2.3 **Out of Bounds:** A ball is out of bounds and becomes dead when it:
 - 2.3.1 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;
 - 2.3.2 Touches the floor completely outside the court's boundary lines;

- 2.3.3 Touches the net antennas above or within the net or does not pass over the net entirely between the net antennas;
- 2.3.4 Touches the net cables or net not completely inside the antenna, net supports or first referee's platform;
- 2.3.5 Touches a nonplayer who is not interfering with a player's legitimate effort to play the ball;
- 2.3.6 Touches the ceiling or overhead obstructions beyond the vertical plane of the net and its out-of-bounds extension;
- 2.3.7 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;
- 2.3.8 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.
- 2.3.9 **PENALTY: Loss of rally/point is awarded to the opponent.**



- 2.4 The height of the net shall be:
 - 2.4.1 For Women – 7' 4 1/4" (24/15);
 - 2.4.2 For Men – 8' (38);
 - 2.4.3 For Co-Rec – 8'(38)

3 Equipment

- 3.1 The game shall be played with NFHS approved volleyballs
- 3.2 All players must wear closed toe athletic shoes
- 3.3 Jewelry may not be worn by any participants
- 3.4 Any equipment that in the judgment of the first referee increases a player's advantage or presents a safety concern is prohibited

4 Players

- 4.1 Each team shall have six players, designated as follows:
 - 4.1.1 Right Front, Center Front, Left Front
 - 4.1.2 Right Back, Center Back, Left Back
- 4.2 At the moment of serve:
 - 4.2.1 All players except the server shall be within the team's playing area and may be in contact with the boundary lines or center line, but may not have any part of the body touching the floor outside those lines
 - 4.2.2 All players shall be in correct serving order. Each right-side player shall have at least part of one foot touching the floor closer to the right sideline than both feet of the center player in the corresponding row (except the server and the center back of the serving team). Each leftside player shall have at least part of one foot touching the floor closer to the left sideline than both feet of the center player in the corresponding row. Each front-row player shall have at least part of one foot touching the floor close to the center line than both feet of the corresponding back row player
 - 4.2.3 After the ball is contacted for the serve, players may move from their respective positions
- 4.3 When loss of rally occurs, the team preparing to serve shall rotate clockwise one position
- 4.4 A team may begin with 4 players
 - 4.4.1 Front and back row players must be designated to officials
 - 4.4.2 If team has 5 players 3 players must be designated to the back row
- 4.5 Co-ed Rules
 - 4.5.1 Each team must have 3 males and 3 females
 - 4.5.1.1 Teams may play with more females than males
 - 4.5.2 Two males may never be next to each other in the rotation
 - 4.5.2.1 Exception- if team has 5 players and 3 are male

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 team's term of service begins when a player assumes the right back position as the server and ends when a loss of rally is awarded
- 5.5 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 or a substitution for the player is made prior to the end of the team's service. Each player may have only one-serve during a team's term of service
- 5.6 A re-serve shall be called when the server releases the ball for service, then catches it or drops it to the floor. The first referee shall cancel the serve and direct a second and last attempt at serve. The server is allowed a new five seconds for the re-serve.
- 5.7 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.
- 5.8 The team not serving first in the previous game of a match shall serve first the next game
- 5.9 A serve is illegal and the ball remains dead if the server:
 - 5.9.1 Hits the ball illegally

- 5.9.2 Is touching the end line or the floor outside the serving area when the ball is contacted
- 5.9.3 Does not contact the ball to serve within five seconds
- 5.9.4 Is out of serving order or is from the wrong team
- 5.9.5 Deliberately serves before the first referee's signal to begin the serve
- 5.9.6 Releases the ball for service, then catches it or drops it to the floor more than once during one term of service
- 5.10 A served ball is a service fault and becomes dead when the ball:
 - 5.10.1 Does not legally cross the net, such as when the ball:
 - 5.10.1.1 Passes under the net
 - 5.10.1.2 Touches one of the server's teammates
 - 5.10.1.3 Touches the floor on the server's side of the net
 - 5.10.2 Crosses the net not entirely between the net antennas, or land out of bounds
 - 5.10.3 Touches the ceiling or any obstruction
- 5.11 When a receiving team play is out of position on the serve and:
 - 5.11.1 **The ball is served illegally, the serving team is penalized**
 - 5.11.2 **A service fault occurs, the receiving team is penalized**

6 During Play

6.1 Contacting the Ball

- 6.1.1 A team shall not have more than three hits before the ball crosses the net into the opponent's playing area or is touched by the opponent
 - 6.1.1.1 Exception: A block is not considered a hit
- 6.1.2 A ball is considered to have crossed the net when:
 - 6.1.2.1 It has passed completely beyond the vertical plane of the net;
 - 6.1.2.2 It is partially over the net and is contacted by the opponent;
 - 6.1.2.3 No part of the ball has crossed the net, and it is legally blocked
- 6.1.3 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
- 6.1.4 Simultaneous contact is more than one contact of the ball made at the same instant
 - 6.1.4.1 When one player contact the ball with two or more parts of the body at the same instant, it is permitted and considered on hit (except for a block which does not count as a hit)
 - 6.1.4.2 When teammates contact he ball at the same instant, it is permitted and considered on hit (except a block which does not count as a hit). Any player may make the next hit.
 - 6.1.4.3 A "joust" occurs when two opponents cause the ball to come to rest above the net through simultaneous contact. A "joust" is not a foul, and play continues as if the contact were instantaneous
 - 6.1.4.4 When opposing players contact the ball at the same instant, the play on the opposite side of the net from which the ball falls shall be considered the player to have touched the ball last. The other player may participate in the next play and the simultaneous contact shall not count as a hit
- 6.1.5 A player shall not have successive contact of the ball unless there is:
 - 6.1.5.1 Simultaneous contact by teammates;
 - 6.1.5.2 Simultaneous contact by opposing players;
 - 6.1.5.3 Successive contact by a player whose first contact is a block, then the second contact shall count as the first hit by the player's team
- 6.1.6 Multiple contacts are more than one contact by a player during one attempt to play the ball. Multiple contacts are permitted only:

- 6.1.6.1 When the first ball over the net rebounds from one part of the player's body to one or more legal parts in one attempt to block
- 6.1.6.2 On any first team hit, whether or not the ball is touched by the block
- 6.2 Illegal Hits
 - 6.2.1 Holding
 - 6.2.2 Catching
 - 6.2.3 Throwing
 - 6.2.4 Lifting
 - 6.2.5 Pushing
 - 6.2.6 Rolling
- 6.3 Blocking is the action of a player(s) close to the net that deflects the ball coming from the opponent by reaching higher than the top of the net at the moment of contact. A block may involve wrist action provided there is not prolonged contact
 - 6.3.1 Block attempt – the action of blocking without touching the ball.
 - 6.3.2 Completed block – when the ball is touched by the blocker. Only front row players are permitted to complete a block
 - 6.3.3 Collective block – a block executed by more than one blocker in close proximity. It is completed when one of the players touché the ball. It is a blocking fault if a back-row player participated in a completed collective block
- 6.4 Front- Row players may contact the ball from any position inside or outside the court provided the ball has not completely crossed the vertical plane of the net or the net extended
- 6.5 Back Row Players
 - 6.5.1 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.
 - 6.5.2 A back-player shall not:
 - 6.5.2.1 Participate in a complete block.
 - 6.5.2.2 Attack a ball which is completely above the height of the net while positioned:
 - 6.5.2.2.1 On or in front of the attack line or its out-of-bounds extension;
 - 6.5.2.2.2 In the air, having left the floor on or in front of the attack line or its out-of-bounds extension.
- 6.6 **A player may touch the floor across the center line with one or both feet/hands provided a part of the foot/feet or hand(s) remains on or above the center line. Contacting the floor across the center line with any other part of the body is illegal**
- 6.7 A player may cross the extension of the center line outside the court at any time provided he/she does not interfere with play by the opposing team
 - 6.7.1 While across the center line extension outside the court, any player may play a ball that has not completely crossed the vertical plane of the net extended
- 6.8 Net Play
 - 6.8.1 A ball contacting and crossing the net shall remain in play provided contact is entirely within the net antennas
 - 6.8.2 Recovering a ball hit into the net shall be permitted
 - 6.8.3 **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**
 - 6.8.4 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 its attack. The attack is considered complete when:
 - 6.8.4.1 Attacking team has completed its three allowable hits;
 - 6.8.4.2 Attacking team has had the opportunity to complete the attack or, in the referee's judgment directs the ball toward the opponent's court

- 6.8.4.3 Ball is falling near the net and, in the referee's judgment, no legal member of the attacking team could make a play on the ball
- 6.8.5 Blocking a serve is not permitted
- 6.8.6 A ball may be attacked, excluding a serve, when it has partially crossed the net
- 6.8.7 A net foul occurs while the ball is in play and:
 - 6.8.7.1 A player contact any part of the net including net cables or net antennas;
 - 6.8.7.2 There is interference by a player who makes:
 - 6.8.7.2.1 Contact with an opponent which interferes with the opponent's legitimate effort to play the ball;
 - 6.8.7.2.2 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.
- 6.8.8 Penalty for a net foul is loss of rally/point is awarded to the opponent.
- 6.9 A foul is a failure to play as permitted by the rules
 - 6.9.1.1 **Penalty: loss of rally/point is awarded to the opponent**
 - 6.9.2 A double foul occurs when opposing players commit rule violations at the same time
 - 6.9.2.1 **Penalty: During live ball a replay is called**
 - 6.9.2.2 **Dead ball, the penalty is assessed against the serving team followed by the receiving team with both teams rotating**

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.