

2015 6v6 VOLLEYBALL RULES

Except where otherwise noted all play will be governed by USA Volleyball rules. Some minor modifications have been implemented for the intramural program to encourage sportsmanship, provide for the safety of the participants and to adhere of time restrictions.

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Rule 1: Facility & Equipment

Article 1: Facility – Student Recreation Center; Courts 1-4. (401 South Street, Big Rapids, Michigan, 49307)

Article 2: Equipment

- a) Volleyball: A game ball will be provided by the Intramural Sports program.
- b) Shoes: Each player must wear a non-marking court shoe of soft-pliable material.
- c) Headwear: Hats/bandanas/headbands are illegal if there is any form of a ball, or knot.
- d) Mouth guards: it is strongly recommended that a mouthpiece be worn.
- e) Jewelry: is illegal. All head/facial piercings must be removed. You can wear it, you just can't play.**
- f) Casts: No casts or splints are allowed.

NOTE: Officials of each game will determine legality of all equipment. A player wearing illegal equipment will not be permitted to play.

Rule 2: Eligibility & Game

Article 1: Playoff Eligibility

- a) IM sports recommends that you have at least two extra players then the required amount on your roster in case you need subs throughout the regular season and playoffs.
- b) All players must be listed on the team roster as soon as possible during the regular season.
- c) Rosters will be frozen the 2nd week of the regular season. This means that all players MUST be signed up on IMLeagues on the roster of that team AND paid prior to the beginning of the 3rd week. No additions will be allowed unless approved by the Intramural Coordinator.
- d) Teams must have a sportsmanship rating of 2.75 or better to make the playoffs.
- e) Team must maintain this 3.0 rating during playoffs.

Article 2: Game

- a) The game is played between 6 players. A minimum of 4 players are needed to play and avoid a forfeit.
- b) Co-Rec genders will have their own ratios listed under Rule 5: Co-Rec Modifications.



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Article 3: Rally Scoring

- a) Games will be scored with rally scoring (i.e. each serve results in a point, even side-outs). Matches will be played first team to 25 points (win by two points, cap at 28 (i.e. first team to reach a score of 28-points wins the contest even if within two points).
- b) Each contest is played the best two out of three matches; the first team to win two matches will be declared the winner of the contest.
- c) If the contest goes to a third and final match then the scoring is changed to first one to 15-points, win by two; cap at 17-points. (Rally Scoring)

Article 4: Match Time/Forfeits/ Time Outs

- a) Forfeit Time – **Game time is forfeit time.** Teams must be signed in with the required number of players (and ready to play) at game time to avoid a forfeit.
- b) If a team arrives after the scheduled start of their game, a point will be added to the other team's first game score. A team can only receive up to 10 points before the game is declared a forfeit.
- c) If a team does not have the proper number of players to field a team (four players), at the scheduled game time then the team not prepared will forfeit the first match of the contest. If a team does not have the proper number of players ready to pay five (5) minutes after the scheduled start time of the contest, then they forfeit the second match and the entire game.
- d) Each team will be allowed 1 time out per game. Time-outs will only be awarded to the players on the court and during a dead ball (side out) situation; time-outs called during the play will not be awarded.

Article 5: Injured Player

- a) Any player that is injured (or apparently injured) who is discovered by an official when the ball is alive or dead and play is stopped for them will be required to sit out at least until the next substitution opportunity (after the ball becomes live again). **Any player that is found to be bleeding must immediately be removed from the game and must receive attention to stop the bleeding. If in the officials judgment there will be an unusual delay (more than 30 seconds) to administer the first aid, the player who is bleeding must be substituted for.**

Rule 3: Intramural Specific Volleyball Rules

Article 1: The Serve

- a) The serve must be behind the end line and the ball must be hit with one hand. The server has five (5) seconds after the officials whistle to serve. If the ball is served before the officials whistle, a re-serve will be awarded. If this happens a second time during the same match by the same team the results are a side-out. If the server elects not to hit the ball after releasing it for service, he/she may catch the ball or allow it to drop to the ground and will then be allowed a reserve. During the flight of the ball from the serve the ball may touch the net as long as it continues to pass over the net without any assistance.
- b) Serving Fouls – A side-out will be awarded when any of the following occur:
 - a. The ball passes under the net.
 - b. The ball touches the antenna.
 - c. The server commits a foot fault.



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Article 2: Positioning at the time of the serve

- a) The positioning of the players must conform to the serving order, which will be reflective of the following:

Article 3: Hits per side

- a) Before legally returning the ball over the net, a team may hit the ball three (3) times. Blocks do not count as a hit or toward the limit of three consecutive hits, Back row players may not block the ball. A player who contacts the ball, or is contacted by the ball in other than a blocking action shall be considered as having played the ball. Such action constitutes as a team hit. Any player contacting the ball more than once, with whatever part of their body, without any other player having touched it between these contacts will be considered as having committed a double hit. There are different rules for Co-Rec (See Rule 5: Co-Rec Modifications).
- b) A player may legally contact the ball with any part of their body, above the waist.
- c) A back row player who is forward of the 10 ft. line may only make contact with the ball when the ball is below the top of the net level, when returning the ball to the opponents side. *This does not apply if the player clearly jumps from behind the 10 ft. line before making contact with the ball.

Article 4: Screening

- a) The serving team must not prevent the receiving players from viewing the server or trajectory of the ball. Screening is illegal and a fault.

Article 5: Held Ball (Carry)

- a) When the ball visibly comes to rest in the hands or arms of a player, it is considered as having been held. Scooping, lifting, pushing, or allowing the ball to roll on the body, shall be considered a held ball.

Article 6: Attacking Over the Opponent's Playing Area

- a) A player may not attack the ball on the opponent's side of the net. If the ball is hit above the top of the net and then the follow through causes the attacker's hand and arm to cross the net without contacting an opponent or the net, such action is legal.

Article 7: Attacking the Serve

- a) It is illegal for the receiving team to attack a served ball. A return of a serve must be passed.

Rule 4: Captain Responsibilities & Sportsmanship

Article 1: Captain Responsibilities

- a) The Captain must maintain control of his/her team's sportsmanship. Your team will be graded each game and must maintain a 2.75 average to make the playoffs. Every team makes the playoffs as long as they have the proper sportsmanship average. The Captain is also in charge of the fans that come to support his/her team. The fans sportsmanship can also have an effect on your team's sportsmanship rating.
- b) **GAMETIME IS FORFEIT TIME.** If you team does not show up ON TIME for your scheduled game, your team will receive a forfeit and a 0 sportsmanship rating. If at least one member of the team shows up before the scheduled start time, a 5 minute grace will be added to the forfeit time.
- c) **IF your team forfeits, a \$35.00 fee will be issued to the Captain, and will need to be paid by 3 pm prior to the next game. Failure to do so will result in a second forfeit.**



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- d) If your team forfeits a second time, by any means, the Captain will be issued another \$35.00 fee and their current team will be removed for the rest of the season.

Article 2: Appeal Play/Protest

- a) Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire.
- b) The appeal must be made before the next legal or illegal pitch or before the defensive team has left the field of play. The following may be appealed/protested:
- 1) Misinterpretation of a playing rule
 - 2) Failure of an umpire to apply the correct rule to a given violation
 - 3) Failure of an umpire to impose correct penalty for a given violation

ONLY THE CAPTAIN IS ALLOWED TO APPEAL THE PLAY/PROTEST THE GAME.

Written protests may be filed in the Intramural Office anytime between the initial time of the incident to the following day by 3pm. (See desired articles under Rule 3: Intramural Sport Specifics for rule clarifications.)

Rule 5: Co-Rec Modifications

Article 1: Composition of Teams and Substitutions

- a) Co-Rec: (3 males, 3 females). There cannot be more than three (3) players of one gender on the court at any time during the contest. Legal ratios of male-female are:
- a. 3 males, 3 females
 - b. 3 males, 2 females
 - c. 3 females, 2 males
 - d. 2 males, 2 females
- b) Shorthanded teams:
- a. At no time during a contest may a team play with only two players. If a team becomes incomplete, (less than three players) for any reason, and there are no substitutes available, the shorthanded team will lose by forfeit.
 - b. A team which loses two layers due to ejection/disqualification in the same contest will be forced to forfeit that contest.
- c) Substitutions
- a. Player substitutions must only be male-for-male and female-for-female.

Article 2: Hits per side

- a) If the ball is hit three (3) times, there must be one female hit or the ball is side out.

