

IM 4v4 Volleyball Rules

ASA and NIRSA rules will govern play except with the following changes made by Ferris State Intramural Sports. General policies and all official sport rules can be found on the Intramural Sports page on the UREC website.

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Rule 1: Facility and Equipment

Article 1. Facility – University Recreation Center: Basketball Courts 1-4

- a) Ferris State Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events. Furthermore, Intramural Sports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as Ferris State DPS or a member of the Big Rapids Police Department.

Article 2. Equipment

- a) A game ball will be provided by the Intramural Sports Staff.
- b) Closed toe, athletic, non-marking shoes must be worn at all times while playing.
- c) Hard billed hats, beanies with balls, du-rags, and headbands with knots are illegal.
- d) Jewelry is not allowed in intramural sports. The only exception to this is wedding bands and medical bracelets. If jewelry cannot be removed, it must be covered by tape. The Intramural Department will not provide tape.
- e) No casts or splints are allowed while playing.
- f) No metal knee braces are allowed while playing.

Rule 2: Eligibility

Article 1. Eligibility

- a) Ferris State students, staff, and faculty are allowed to participate in IM Sports.
- b) **NO ID, NO PLAY. NO EXCEPTIONS!** All players must present their own personal FSU ID card before every game in order to participate.
- c) If you are caught trying to use someone else's ID, your team will forfeit that game, and the other person will need to come to the UREC office the following day to retrieve his/her ID.
- d) **Only 2 Club Sports members are allowed to play on one 4v4 Volleyball team.**



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Rule 3: Intramural 4v4 Volleyball Specifics

Article 1. General Procedures

- a) The minimum number of players per team is 4.
- b) Players need to pay prior to the start of the season.
- c) Team sportsmanship will be rated during the season on a scale of 0-4. Your team must have an average of 2.75 or higher to be eligible for playoffs.

Article 2. Teams

- a) The game shall be played between two teams of 4 players each. 3 players are required to avoid a forfeit.
- b) Substitutions: Players may substitute during dead ball situations.

Article 3. The Game

- a) A coin flip will determine which team serves first.
- b) The teams will change sides after each game.
- c) 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. the first team to reach 28 points will be deemed the winner without being required to win by 2.
- d) 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.
- e) 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. Teams will switch sides at 8 points. (Rally scoring)
- f) **Game time is forfeit time.** Teams must have at least one play on their roster signed in by game time to be given the 5 minute grace period.
- g) If a team does not have the proper number of players to field a team (3 players) after 5 minutes, than the team not prepared will forfeit the first match of the contest. The second match will be played if teams arrive within 15 minutes, and the 3rd match will be allowed if necessary.
- h) 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 play will not be awarded.

Article 4. The Service

- a) The server must stand behind the rear boundary line and may serve anywhere along the end line.
- b) Server has 5 seconds to serve after the whistle is blown. Penalty: one (1) warning, then loss of serve.
- c) If a player serves out of order, the serving team loses the service and any points gained during such out of order service. The players of the team at fault must immediately resume their correct positions.
- d) If the ball touches the net on the service and goes to the other side of the net, it is live.
- e) Foot faults will be declared if any part of the server's foot touches the back line.
- f) Players may NOT block or attack the serve.

Article 5. Ball contact during play

- a) Each team will be allowed a maximum of three (3) contacts per side before returning the ball to the opponent's area.
- b) Ball contact may be made with any part of the body.
- c) No player may hit the ball twice in succession.
- d) In CoRec, if the ball is contacted three (3) times, each gender must have touched the ball at least once.



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Article 6. Play at Net

- a) When a ball in play touches the net completely between the poles, it is considered good and play continues.
- b) A player may not spike a ball that is on the opponent's side of the net.
- c) A player may not cross the vertical plane above or below the net while the ball is in play (a foot may not cross the line below the net). A player may break the vertical plane above the net only if he/she begins contact with the ball on his/her side of the court and the subsequent follow-through carries the arm across this plane.
- d) If the ball is driven into the net with such force as to cause the net to contact a member of the opponent's team, no penalty will be issued to either team and play will continue until point is normally over.
- e) No player may, at any time, touch the net.

Article 7. Back Line Players

- a) A back line player returning the ball to the opponent's side while forward of the attack line must contact the ball when at least part of the ball is below the level of the top net. If the player is behind the attack line when returning the ball, the restriction does not apply. Not does the restriction apply if the back line player jumps from behind the attack line and after contacting the ball lands on or in front of the line, providing the takeoff was clearly from behind the line.
- b) Back line players may not participate in the action of blocking.
- c) **For 4v4, the server will be considered the only back row player.**

Article 8. Simultaneous Hitting

- a) If two (2) or more players of the same team contact the ball simultaneously, it is considered as only one contact. However neither of the players involved may participate in the next play (contact).
- b) If one (1) or more players are attempting to block a shot and have contact with the ball, the/these player(s) is/are eligible to participate in the next contact. The block will not count as a contact for his/her team.
- c) If two (2) or more players of opposing teams contact the ball simultaneously above the net, any one of the players involved are eligible to participate in the next play.

Article 9. Regular Season

- a) Regular season will consist of 8 games.
- b) All players must be listed on the team roster before the end of the second week during the regular season.
- c) **Rosters will be frozen at the start of the THIRD WEEK of the regular season.** This means that all players **MUST** be signed up on IMLeagues on the roster of that team AND paid for prior to the beginning of the third week of the season. No additions will be allowed unless approved by the Intramural Coordinator.
- d) IM Sports recommends that you have at least two extra players than the required amount on your roster in case you need subs throughout the regular season and playoffs.
- e) If there is a tie at the end of a game, the game remains a tie.

Article 10. Playoff Eligibility

- a) IM Sports recommends that you have at least two extra players than the required amount on your roster in case you need subs throughout regular season and for 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 final week of the regular season, This means that all players **MUST** be signed up on IMLeagues on the roster of that team AND paid for prior to the beginning of playoffs.

Article 11. Playoffs

- a) In playoffs you are not guaranteed to play on the same day as your league play. Playoffs may be played Sunday through Thursday.
- b) Playoff schedule will be posted online on IMLeagues.
- c) Team captains are responsible for knowing all rules and relaying that information to all team members.



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- d) Team captains are also responsible for the actions of their fans.

Article 12. Injured Player

- a) 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 a usual delay (more than 30 seconds) to administer the first aid, the player who is bleeding must be substituted.

Article 13. Captains Protest

- a) When a team requests a time-out for a rule interpretation or scoring conflict, the referee will confer with the team captain or manager. This protest may only be used if the team has at least one time out remaining, and each team may only use the captain's challenge two times during a protest.
 - a. If the referee determines the rule was misapplied or the score was incorrect, the time-out will be recorded as an official's time-out rather than a team time-out.
 - b. If the ruling or score is found to be correct the time-out will remain as a charged team time-out.

Rule 4: Co-Rec Modifications

Article 1. Teams

- a) Legal ratios include:
 - a. 2 males 2 females
 - b. 2 males 1 female
 - c. 1 male 2 females
- b) There cannot be more than 2 players of one gender on the court at any time during the contest.

Article 2. Shorthanded Teams

- a) At no time during a game may a team play with only two players. If a team becomes incomplete (anything less than 3) for any reason, and there are no substitutes available, the shorthanded team will lose by forfeit.

Article 3. Substitutions

- a) Players may substitute during dead ball situations without referee acknowledgement.

Rule 5: Captain Responsibilities and 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 your 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 \$25.00 fee will be issued to the Captain, and will need to be paid by 3pm prior to the next game. Failure to do so will result in a second forfeit.**
- d) If your team forfeits a second time, by any means, the Captain will be issued another \$25.00 fee and their current team will be removed for the rest of the season.
- e) **If the Captain is unable to make it into the Student Recreation Center to pay the forfeit fee in time, he/she is allowed to contact the Intramural Office to authorize the fee to be charged to their Student Account. We will try our best to contact the captain the next morning after to remind them about the fee.**



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However, this is ultimately the Captain's responsibility!

- f) **Defaults** are an alternative to forfeiting a game. If your team will not be able to make it to a scheduled game, you may contact the Intramural office by **1:30 on the day of the game (1:30 on Friday for Sunday games)** and let us know you will default the game. Your team will receive a loss, but you will not have to pay a forfeit fee.

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 snap 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

