

2016 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 1-2. (401 South Street, Big Rapids, Michigan, 49307)

Article 2. Equipment

- a) Volleyballs 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) Jewelry is not allowed during intramural play. The only exception to this is medical bracelets or wedding bands. If the jewelry cannot be removed, it must be covered in tape. The Intramural Department will not provide tape.

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 and Game

Article 1. Eligibility

- a) Ferris State students, staff, and faculty are allowed to participate in Intramural 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) Former varsity volleyball players can participate if they are not currently on the varsity team.

Article 2. Playoff Eligibility

- a) Intramural 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 3rd week of 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 Assistant Director of Club Sports and Intramurals.
- d) Teams must have a sportsmanship rating of 2.75 or better to make the playoffs.
- e) Team must maintain a 3.0 rating during playoffs.

Article 3. 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.

Article 4. 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-point wins the contest even if within two points).



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- 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 5. 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. If the team has at least one player signed in, a 5 minute grace period will be issued. If at the end of the 5 minutes the team cannot field the minimum amount of players, they game will be declared a forfeit.
- b) Each team will be allowed one (1) time out per game. Timeouts will only be awarded to the players on the court and during a dead ball (side out) situation; timeouts called during the play will not be awarded.

Rule 3: Intramural Volleyball Specifics

Article 1. The Serve

- a) The serve must be behind the end line and the ball must be hit with one hand.
- b) The server has five (5) seconds after the officials whistle to serve.
- c) 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 must allow it to drop to the ground and will then be allowed a re-serve. 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.
- d) Players may NOT block or attack the serve.
- e) Foot faults will be declared if any part of the server's foot touches the back line.
- f) 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.

Article 2. Hits per side.

- a) Before legally returning the ball over the net, a team may hit the ball three (3) times.
- b) Blocks do not count as a hit or toward the limit of three consecutive hits.
- c) 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 constituted 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.
- d) A player may legally contact the ball with any part of their body.
- e) 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, and 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.
- f) Back row players may not block the ball.

Article 3. 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 4. 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 5. 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 follow through causes the attacker's hand and arm to cross the net without contacting an opponent or the net, such action is legal.



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Article 6. 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: Co-Rec Modifications

Article 1. Composition of teams and substitutions

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

Article 2. Hits per side

- a) If the ball is hit three times, each gender must hit the ball at least once.

Rule 5 Captain Responsibilities and Sportsmanship

Article 1. Captain Responsibilities

- a) The Captain must maintain control 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) Game time is forfeit time. If your team does not show up ON TIME for your scheduled game, your team will receive a forfeit and a 3 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 3 pm prior to the next game.
- d) If your team forfeits a second time, by any means, the Captain will be issued a second forfeit fee and their current team will be removed from the rest of the season.
- e) If the Captain is unable to make it to 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. 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 so judgement on the part of an umpire.
- b) The appeal must be made before the next legal serve. The following may be appealed/protested;



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- a. Misinterpretation of the playing rules.
- b. Failure of an umpire to apply the correct rule to a given violation.
- c. Failure of an umpire to impose correct points to given faults.

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

