

# **Morehead State University**

## **INTRAMURAL SPORTS VOLLEYBALL RULES**

Updated: August 2018

VOLLEYBALL IS A CONTACT SPORT AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

### Intramural Fee

The intramural Fee is \$5 a person. You will pay when you sign up for the sport. We accept cash, persona check, credit/debit card, and BeakerBUCKs. If you pay with Check, Beaker Bucks, and Cash you will have to sign up at the intramural office.

We do offer an intramural pass you can sign up for. It is \$30 for the fall or Winter Semester or \$55 for the entire year pass.

### LEAGUE SCHEDULES

Schedules for league play will be posted on FusionIM and will be available generally 2-4 days before your league is scheduled to start.

### QUESTIONS

Please feel free to contact the Coordinator, Zach Martin with any questions or concerns at 606-783-5284.

## GENERAL PROCEDURES

Please use the Rules and Regulations Manual as a resource throughout the year. If you are team captain, please inform your players of all of the guidelines in the handbook BEFORE your first contest.

## MEN AND WOMEN

### STARTING THE GAME

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If any team is not at the court and ready to play at the scheduled game time but, has one player checked in the other team may allow a five minute grace period. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring their current valid Morehead State University identification card to the field area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with a supervisor before entering the game.
3. **SCORING:** The referee will keep the official score for each game.
4. **COURT RULES:** All Recreation and Wellness Center policies and procedures must be followed while playing intramural volleyball.
5. **TEAMS:** Six (6) players constitute a team; a team may play with no less than four (4) players.

6. GAME EQUIPMENT: Teams must check out balls if they want to use one to warm up with. The Intramural Staff will only provide the game ball for the match.

7. COIN TOSS: A pre-game coin toss will determine service and on what side of the net teams will play.

#### PLAYING THE GAME

8. STARTING THE GAME: At the beginning of the game, the ball shall be put in play by the player in the right back position, who may serve from anywhere along the service line.

9. TIME-OUTS: Each team will be granted one time-out per game. Time-outs will be one (1) minute; teams must be ready to play immediately. Time-outs do not carry over to the next game.

10. THE SERVER: Each server shall continue to serve until the opposing team gains service. The server is to announce the score before each service. Kick-serves are NOT allowed.

11. SCORING: Rally scoring will be used for all games.

12. ALTERNATING SERVICE: Service shall alternate as each team regains possession.

13. LET SERVICE: If a ball touches the net on a service, but crosses onto the opponent's side of the court, that serve will be considered legal and in play.

14. ROTATIONS: The Team receiving the ball for service shall immediately rotate one position. EXCEPTION: the first serve of each game (for each team).

15. PLAYING THE BALL: A player may leave the court to play the ball. A ball hitting a sideline or an end line is in.

16. TOUCHING THE BALL: The ball may be touched only three (3) times by one team before being returned over the net. NOTE: Partially blocking the ball does NOT count as a touch. However if the ball then goes out of bounds the person who blocked it shall be the one considered to have caused it to go out of bounds.

17. BLOCKING: A player's hands may penetrate the plain of the net when an opposing player is going to hit the ball over the net. You may not penetrate the net when the ball is being set or not being played over the net.

- Blocking the serve is also illegal and will result in a point awarded to the opposing team.

18. WINNING A GAME: The first two games of each match will be played to 25, and the third game (if necessary) will be played to fifteen (15). A team must win by two (2) points. In the first two games during regular season play, 27 is the greatest amount of points that can be scored in a game (if a team gains a 27-26 lead, the game is over). If a match reaches a third game, a team must win by two (2) points (there is no scoring limit). During the playoffs, there is no scoring limit for any of the three games.

19. WINNING THE MATCH: The first team to win two (2) games is the winner of the match. If a team wins the first two (2) games of the match, the third game will not be played.

20. VIOLATIONS: The following are violations and will result in a point for the offended team:

- catching or holding the ball
- touching the net with any part of the body while the ball is in play
- serving out of turn
- illegal serve
- illegal volley
- intentionally kicking the ball
- blocking a serve

21. THE CENTER LINE: A player may cross the center line with his/her foot/feet as long as a part of the foot/feet remain(s) on or above the center line and the player does not interfere with the play of an opponent.

#### CO-RECREATION

All of the above rules apply with the following exceptions:

27. TEAMS: Six (6) players constitute a team; three (3) men and three (3) women. If less than six (6) players are available, the male/female ratio may be 3:2, 2:3, or 2:2. When playing with 2:2 you must have at least one female and at least one male in the front row and back row.

28. FORMATION: Teams must arrange themselves in order by male:female:male:female, etc. If a team is playing with five (5), then they may arrange themselves with either two males or two females in order. If players show up late, they may fill the gap that is needed only if the male/female ratio is maintained (male in a male spot or female in a female spot).

29. SUBSTITUTIONS: Substitutions are permitted, according to National Federation Volleyball rules, as long as a legal male/female ratio is maintained.

30. Other than the above exceptions the game will be played according to the National Federation Volleyball Rules.

#### SPORTSMANSHIP

22. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials (the captain is the only player permitted to talk with the officials) by any coach, manager or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.

23. DISQUALIFIED PLAYERS: A player/nonplayer disqualified from the game for unsportsmanlike conduct must leave the court area and the Recreation and Wellness Center IMMEDIATELY, and will be declared ineligible for play in any intramural sports activity until he/she has met with the Intramural Sports Coordinator. The player shall be suspended for no less than one game. Failure to leave may result in disqualification of the captain, or forfeiture of the game. Any second occurrence of unsportsmanlike conduct by a team may result in that team being eliminated for the remainder of the season.