

## Intramural Volleyball Rules

**NO CURRENT UTHSC ISSUED I.D. = NO PLAY. PERIOD!**

### General Intramural Volleyball Rules

- Current NFSHA (High School) rules are in effect with the exceptions outlined below.
- Participants may only play on one men's/women's team and one co-rec team.
- A team may have at most 2 Non-UT Fitness Center Members per team
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### Timing

- Matches will consist of a best-of-three game series (21, 21, 15).
- Games will be rally scored.
- All games will use a win-by-two format. The first two games will cap at 25 and the third game (if necessary) will cap at 17.
- Each team will be granted one 60-second timeout per game.

### Forfeits

- The minimum amount of players to start a game is four.
- A team that does not have the minimum players to start at game time will forfeit the **first game**.
- At 10 minutes past the scheduled game time if they still do not have the minimum players required, they will **forfeit the match**.

### Equipment:

- Shoes: Only tennis, court, volleyball, or basketball shoes with pliable synthetic or rubber soles shall be worn. No marking black-soled shoes will be allowed.
- No jewelry is allowed on any participant. All jewelry must be removed before entering the game.

### **Before Play**

- All players **MUST** have their Student IDs and check in to be eligible to play.
- The coin toss winner may elect to serve, serve receive, or choose side.
- The team not serving first in the first game, shall serve first in the second game.
- A new coin toss is performed before the third game, if necessary.

### **Play Rules**

- Six players per team are allowed on the court at a time. A minimum of four players is necessary to begin and continue play.
- Each team is allowed a maximum of three successive contacts of the ball in order to return the ball to the opponent's area. **Blocks do not count as a contact.**
- Serves that hit the net are in play.
- Blocking or attacking a serve is illegal.
- If only one player is attempting to block and in doing so contacts the ball, he/she is permitted to contact it a second time.
- All passes must be clearly contacted, not thrown or lifted.
- A back row player may spike providing that he/she jumps from **behind** the 10-foot line.
- A ball touching the body more than once **except** on a hard driven spike and on reception of the serve, is considered a double hit.
- Players may not touch the net at any time. (Hair is not considered a touch)

- Net Line Violation – When a player’s hand or foot FULLY crosses the line
- A player may contact the ball with any part of their body
- A player may not enter a non-playable area to play the ball (i.e. bleachers or another court.)
- A double foul shall be called when players on opposing teams commit a rules infraction at the same instant. In case of a double foul, the point shall be replayed.
- If a ball is driven into the net with such force it causes the net to contact a player on the opposing team, no foul shall be called, and the ball shall continue to be in play.
- If the ball is contacted by two players on the same team simultaneously, it counts as one hit and either player may make the next hit.
- If two or more players from opposing teams hit the ball simultaneously, it shall NOT count as one of the three hits.
- It is illegal if a back line player goes in front of the 10 foot spiking line to block or attempt to block.
- Screening is an act, intentional or unintentional, which obstructs the opponent's view of the server or the flight of the ball from the server.

**Service:**

- When the server steps on or over the line bounding the serving area during the act of serving a foot fault shall be called. Part or all of server's body may be in the air over the line.
- Players must be in the correct serving order when the ball is served.
- A server shall continue to serve until their team commits a fault.
- Each time a team gains the serve it must rotate one position clockwise before serving.
- A server shall hit the ball with one hand, fist, or arm.

**Substitutions/Positions**

- Substitutions may only occur during dead balls.
- Teams may elect to rotate all players in one at a time through the server's position or may substitute player for player.
- There is NO libero position.
- Lines
  - o Any ball landing on the line is good.
  - o The server must stand entirely behind the end line until he or she strikes the ball.
  - o A player's foot/hand may land on the center line provided it is not entirely over the line.
- Net Play
  - o Players may reach over the net and block the ball, provided the opposing team has completed their attempt to return the ball over the net.
  - o The ball is considered to have crossed the net when any part of the ball is extended over the net.
- Teams **must** rotate clockwise after receiving a side-out.

### **Co-Rec Modifications**

- There can be no more than 3 men/Women on the court at any time.
- If a team uses three hits to return the ball, a female must be one of the hits.

### **EJECTIONS:**

- A player will be ejected from the game if he or she plays in a malicious manner, or shows disrespect towards the opposing team, an official, teammate, or fan.
- Fans are the responsibility of each team's Captain. Teams will be held accountable for their fan's behavior.

· A substitute may replace the ejected player; if none are available, an automatic out will be assessed each time that position in the batting order is at bat.

## **SPORTSMANSHIP RATING**

The Intramural Sports Program is committed to providing a safe, fair and enjoyable environment during IM contests. Unsportsmanlike behavior occasionally causes games to become unenjoyable, unfair and, in some cases, unsafe. In an effort to maintain the proper playing environment for IM games, the Sportsmanship Rating System has been established and will be in effect for regular season and playoff games in basketball. Awards will be given to the team with the highest rating.

### **GENERAL RATING SYSTEM CRITERIA:**

#### **(4) Four: Perfect Game**

Players from the team go above-and-beyond to display perfect sportsmanship and respect for their opponent. Lending assistance in circumstances they are not required. A (4) rating is not to be associated as a common rating, but a rare occurrence that definitely stands out.

#### **(3) Three: Average Sportsmanship and Conduct ("Normal game"; teams begin at this level)**

Couple complaints-questioning some calls/Cooperate with Staff/Reasonable and Rational

Conversations/Captain exhibits control over team/Respect is Shown/One team or individual

warning given-no infractions/Defaulted game

#### **(2) Two: Fair Sportsmanship and Conduct**

Not cooperative with staff-captain exhibited little to no control over team/Repeated complaints, questioning of calls/Unsportsmanlike conduct penalty in SB, VB, FFB, DB, Yellow card

in Soc/Technical or Intentional Foul in BB/Captain's called-Sportsmanship talk given during

game to individual or team(s) after One warning given/Forfeited game

#### **(1) One: Poor Sportsmanship and Conduct**

Captain is unresponsive and uncooperative with staff/Continued complaining-questioning calls after sportsmanship warning and/or penalties given/Flagrant foul in BB/Physical contact in an aggressive or threatening manner, Red Card in Soccer (ex: pushing, kicking, head butting, excessively swinging elbows) are considered actions for immediate ejection/Ejection(s)/Intimidation, taunting, threatening staff or participants/Improper use of ID card-using another member's ID card to participate

(0) Zero: Unacceptable Sportsmanship and Conduct

Team has no regard for opponents, staff, or authority/Conduct is unacceptable of all IM and University expectations, principles and policies/Alcohol-drug-harassment-bias violations/Fighting-an attempt to fight whether contact was made or not/Bench clearings

\*All players on a team receiving a zero may be subject to probation or suspended

INDEFINITELY. There is zero tolerance on fighting or alcohol, drug, harassment, or bias violations.

## 2. METHOD OF RATING:

The officials will rate each team in each contest on a sportsmanship basis. The supervisor can also assist in the rating. The rating will be noted on the score sheet. Teams are not to question the officials about the ratings. Teams can check their ratings at the IM Office. (SAC 312)

## 3. PLAYOFFS

For a team to be eligible for the playoffs, they must have an average sportsmanship rating of 2.5 or higher. Teams failing to meet this mark must have their Captain meet with the IM Coordinator to determine their playoff eligibility.

### **TEAM NAME POLICY**

The Intramural Department reserves the right to prohibit or alter any team names including but not limited to names deemed inappropriate, discriminatory, sexually explicit, derogatory, degrading in nature, or not within the spirit of good sportsmanship. We are committed to assuring that our program is free from discriminatory, inappropriate, and disrespectful conduct and communication. This is a direct reflection of the entire team, please use good judgment.