



## INTRAMURAL SPORTS VOLLEYBALL RULES

**ELIGIBILITY:** All players must be current students or wellness card holders. Players can not play on more than one team. Teams must sign the signup sheet/waiver prior to their first game. Those rosters become locked at the end of the regular season. **NO EX-VARSITY PLAYERS** are allowed to participate in the B League Divisions. **NO** more than two **GRADUATING VARSITY PLAYERS** are allowed per team. They become eligible at the beginning of the quarter following the conclusion of the varsity season. This includes anyone who has played Varsity at any time during their collegiate career as well as Red Shirts. To be eligible for the playoffs, a player must attend a minimum of two regular season games, even if they cannot play due to injury or illness.

Intramural Sports are designed for students and the campus community to gain a positive athletic experience for all, regardless of gender or of the ethnic, spiritual, or physical make up of its participants. The genuine reward should be the pure satisfaction of participation. Players must read the rules and demonstrate integrity in respecting and upholding them. In UCSC IM, an intentional foul is considered cheating and a gross offence against the spirit of competition. Abusive language, rough play, and fighting are causes for immediate suspension of IM privileges.

IM 6x6 volleyball is self-officiated; no referees will be provided. For an un-officiated sport to be successful, the highest degree of integrity is expected from all. The general rules shall be that players call their own violations (net violations, back row attacks, touches, etc.). Any person can make a call. Please remember that you are playing for the enjoyment of the game; its no fun when tempers flare!

**FORFEITS:** The IM Program has the authority to remove a team after they record two forfeits during any given season. Teams that are removed from the league due amassing two or more forfeits are not eligible for a refund of their Team Fee in whole or part.

**EQUIPMENT AND COURT:** The Intramural Program will provide a game ball for the participants to use and wear during the Intramural play. Team's are encouraged to bring their own ball for pre-game warm ups. If both team captains agree a personal volleyball may be used as the game ball. Games will be played in the East or West Gym's.

**TEAM SIZE:** Teams consist of six players (3 men 3 women). At no time may there be more than 3 men or more than 3 women on the court. A team must have a minimum of 5 people on the court to be eligible to play. There is no limit to the number of subs per team.

**GAME TIME:** Game time is at the top of the hour, however due to the delay in time necessary to set up the volleyball nets the actual start time may differ. All games must start by 8:25 or 9:25 pm. The team must grant their opponents a 10-minute grace period once the nets are up if needed (If the required minimum number of players arrives within the 10-minutes, the game will be played and recorded as an official game). **NO EXCEPTIONS ARE PERMITTED TO THE 10-MINUTE GRACE PERIOD.** The length of the first period will be shortened according to the lateness of the new start time.

## **THE GAME:**

1. A match will consist of best 2 out of 3 games.
2. The first two games are won by the team who first scores 25 points. If a third game is needed, the first team to 15 points is the winner. All games must be won by at least 2 points.
3. Rally scoring method will be used in every game, with a point scored on every service.
4. If the match is not complete when the forty (40) minute time limit expires, the following will govern play:
  - A) If in the second game, the team ahead is declared the winner of the game. If this ties the match at one (1) game each, the third (3) game will start immediately to seven (7) points.
  - B) If in the third game and one team is ahead, who has scored seven (7) or more points the match is over. If neither team has seven (7) or more points the game will continue to seven (7) points only.
5. Teams must start the game with 6 players (3 men 3 women). At no time may there be more than 3 men or more than 3 women on the court.
6. A team must have a minimum of 5 people on the court to be eligible to play.
7. Serve is decided by ro-sham-bo. The team not serving the first game starts the second game serving.
8. You may step onto the court with one foot to serve the ball.
9. A ball is out of bounds when it touches any objects, surfaces or ground outside the court. An exception is the side basketball backboards. If a ball touches that after being hit by a receiving team, it must be determined whether the ball would have been in or out. If the ball is deemed playable then the serving team re-serves.
10. Substitutions may occur throughout the game only after a dead ball.
11. A back row player cannot jump in front of the ten-foot line, this is considered a back row attack.
12. All disagreements must be settled at the time of the incident and play should not continue until the conflict is resolved. The IM staff member may be consulted for rules interpretation and judgment calls. IM staff person's judgment is final.
13. On a serve if the ball hits the net and goes over, it is a fair ball.
14. If your team forfeits 3 times in one quarter you will be taken out of the league.
15. The winning team must report scores to the IM staff person on duty.

KRH 4/12/10