2010 UTHSC Intramural Volleyball Rules

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.

Timing

- Matches will consist of a best-of-three game series (25, 25, 15).
- Games will be rally scored.
- All games will use a win-by-two format. The first two games will cap at 30 and the third game (if necessary) will cap at 20.
- Each team will be granted one 60-second timeout per game.
- Game times are 5:30, 6:20, 7:10, 8:00.

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.
  - Earrings that cannot be removed MUST BE TAPED

Sportsmanship

- ZERO TOLERANCE:
  - Verbal abuse of intramural officials will result in the offender(s) being removed from play. The removed player(s) must meet with the Intramural Coordinator before they are eligible to play again. The offending player(s) team will be placed on probation.
- Team on Probation: If a team is on probation and has a player(s) removed from play, then the team will be suspended until the Captain can meet with the IM Coordinator.
- Red Card – given when a player is removed from play
  - Results in loss of service if they are the serving team, and awarding a point to opponent.
  - Carded player is ejected from the match, if this causes the team to fall below the minimum number to play (four), the match will be forfeited.

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
  - Any ball landing on the line is good.
  - The server must stand entirely behind the end line until he or she strikes the ball.
  - A player’s foot/hand may land on the center line provided it is not entirely over the line.
- Net Play
  - 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.
  - 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 on the court at any time.
- If a team uses two or three hits to return the ball, a female must be one of the hits.

Protests
- No protests on a judgment call by the official(s) are allowed. In the event a team feels that an official has misinterpreted a rule, they must protest at the time of the incident. The official should stop the game and contact the supervisor. The supervisor will then hear the protest and make a ruling. If the team feels the supervisor ruling is incorrect, they may lodge a written protest by 12:00 p.m. the next working day at the IM office. If the team wishes to file a protest, be sure to indicate on the back of the score sheet: 1) game time remaining, 2) the score, 3) game situation (1st or 2nd half, free throw shooter, team poss. and arrow, etc.), 4) the rule that is being protested.

Playoffs
To be eligible for playoffs a team must have:
- A .500 record
- No forfeits
- Sportsmanship of 2.5 or higher
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:

"A"  4.0 EXCELLENT RATING: Players cooperate fully with the officials and supervisor. An open and calm rapport exists between the captain and the officials. The captain has full control of her/his teammates and fans.

"B"  3.0 GOOD RATING: Some players dissent verbally with the officials decisions but, in general, the captain and players cooperated well with the officials and supervisor. The captain had good control of team.

"C"  2.0 AVERAGE RATING: Players more verbal in disagreeing with officials calls. The captain may have failed to control her/his team.

"D"  1.0 POOR RATING: Dissent is open among team members. Players arguing with officials and themselves. The captain fails to assist the officials in game control.

"E"  0.0 UNACCEPTABLE RATING: The team displays little or no sportsmanship. A team causing a game to be terminated due to unsporting behavior will receive an "E" rating. Managers of teams receiving an "E" rating must meet with the IM Coordinator. The outcome of the meeting will determine further league participation.

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. Officials are not to discuss ratings with the teams. 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 3 or higher. Teams failing to meet this mark must have their Captain meet with the IM Coordinator to determine their playoff eligibility.