



Texas A&M University - Corpus Christi
Department of Recreational Sports
INTRAMURAL SPORTS
VOLLEYBALL RULES



Intramural Volleyball plays under NCAA Volleyball Rules with the following modifications

Team Captains and Player Eligibility

1. Game clock will start at scheduled game time.
2. A maximum grace period of 10 minutes will be granted to teams waiting on players. Every minute (up to ten) that a team does not have the minimum number of players to start, the opposing team will be granted one point.
3. The game will result in a forfeit if a team cannot meet the minimum player requirement after the 10-minute grace period.
4. A team will be assessed a forfeit fee of \$10 if they forfeit a game. Teams will not be allowed to play until the fee is paid.
5. A team with two “no call, no show” forfeits will be dropped from the league.
6. Team captains are responsible for informing their teammates of all Intramural Sports policies and procedures.
7. Only team captains or designated players may address an official regarding rule interpretations or to obtain essential information.
8. Team captains are responsible for their team and fans behavior before, during, and after the game. Fan penalties will be awarded to the captain.
9. Team captains are responsible for any equipment given to them, such as team jerseys and team balls.
Team captains will be charged for missing or damaged items.
10. Team rosters are frozen after the last game of the regular season.
11. **NO ID NO PLAY!** All participants must present their Sandollar ID to the Intramural Supervisor on duty in order to be eligible for play.
12. Presenting a false ID will result in a suspension of all participants involved. The offending team will lose their right to win the coin toss and be awarded an unsportsmanlike conduct. Usage of illegal or ineligible players will result in an automatic forfeit of that game.
13. **UNDER NO CIRCUMSTANCE IS ALOCHOL ALLOWED IN THE REC CENTER.** UPD will be called if any fan or participant is in possession or under the influence of alcohol.
14. Smoking is not allowed inside the perimeter of Dugan Wellness Center. Smoking includes, but is not limited to cigarettes, e-cigs, vape machines, illegal substances, etc.

Equipment

1. The net height for each division will be as follows:
 - a. Women – 7’ 4”
 - b. Men – 8’
 - c. CoRec – 7’ 8”
2. No Jewelry, hats, caps or bandanas. Participants may not cover up jewelry with tape, Band-Aids or other such items.
3. No casts or splints (hard or soft) are permitted; however, knee braces are permitted.
4. Teams may wear their own jerseys.
5. Shoes must be appropriate, athletic shoes. No boots, open toed shoes, or crocs will be allowed.

The Game

1. Games will be a best of three series. The first two matches will be rally scoring to 25 points. If a third match is necessary, it will be played to 15 points. All matches are win by two with a point cap of 30 and 20, respectively.
2. Each team will start with 6 players on the court; however, they will be permitted to begin with 4.
3. Service will be decided by a coin flip at the captain's meeting prior to the start of the game.
4. Each team is permitted one timeout per match.

Service & Rally

1. A rally begins at the moment of the service contact by the server and ends when the ball is out of play. A rally is completed when a point is awarded to either team.
2. If the serving team wins a rally, it scores a point and continues to serve. If the receiving team wins a rally, it scores a point and gains the right to serve; its players must rotate one position clockwise before serving. Intentional failure to do so will result in a point and service for the opposing team
3. Teams must serve in the order they are positioned on the court.
4. A server may only hit the ball with one hand and may not step on the service line prior to contact with the ball.
5. A server is allowed 8 seconds to serve the ball after the referee authorizes the serve.

Scoring

1. A team scores a point when:
 - a. The ball contacts the opponent's court
 - b. The opposing team commits a fault
 - c. The opposing team is assessed a penalty
 - d. An opposing team member is disqualified

Faults

1. A foot fault occurs when the server steps on or over the line bounding the serving area during the act of serving. Part or all of server's body may be in the air over the lines.
2. The use of the palms to play a ball should be cited as a lift and play should be disallowed. Catching, throwing, or prolonged contact with the ball is also considered a lift.
3. Blocking a ball, which is entirely on the opponent's side of the net, is permitted when the opposing team has had an opportunity to complete their attack. The attack is considered complete when:
 - a. The attacking team has had the opportunity to spike the ball or, in the official's judgment, intentionally directs the ball into the opponent's court.
 - b. The attacking team has completed their 3 allowable hits.
 - c. The ball is falling near the net and, in the official's judgment, no member of the attacking team could reasonably make a play on the ball
4. A player in the back row may not attack a ball from in front of the 10-foot line.
5. A ball illegally contacted more than once by a player is considered a double hit and a fault.
6. Participants are not allowed to touch the net during game play.
7. Players may step on the center court line, but they may not completely cross it.

Points of Interest

1. Reaching over the net is permitted during:
 - a. A fake hit.
 - b. The follow-through on a hit made on the player's own side.
 - c. An attempt to hit.
 - d. A block or attempt to block.
2. 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.

3. A player may only touch the ball multiple times in one play if:
 - a. A ball rebounds from one part of a player's body to another in one attempt to save a hard driven spike not already touched by a teammate, it is a legal multiple contact and considered one hit.
 - b. When a ball rebounds from one part of a player's body to another in one attempt to block, it is a legal multiple contact and the team's next play is considered its first hit.
4. A ball touching a boundary line is good.
5. If the ball is contacted by two players simultaneously, it counts as one hit and either player may make the next hit.
6. If two or more players from opposing teams hit the ball simultaneously, it shall NOT count as one of the three hits.
7. 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.
8. 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.
9. If a team is playing with four players there must always be two front row and back row players. If a team is playing with five players there are three front row players and two back row players.
10. The use of the foot to play a ball is **legal contact** and play should be continued.

Unsportsmanlike conduct

1. Includes actions which are unbecoming to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect or vulgarity and includes taunting. It includes:
2. Unsportsmanlike Conduct Violations
 - a. Warning: For a first minor offense, a yellow card is administered by the referee at the first dead ball. The warning shall be recorded on the score sheet. No penalty is assessed.
 - b. Penalty: For a second minor offense by a team or for a single serious offense a red card is administered at the first dead ball. A point/side-out is awarded the opponent, and the penalty is recorded on the score sheet.
 - c. Disqualification: For a second minor offense by same player or a single serious offense a red card is administered at the first dead ball, a point/side-out is awarded the opponent, the player is ejected and the penalty recorded on the scorecard.
3. Forfeit: If a disqualified individual violates the conduct rule following ejection, the offender's team shall forfeit the match.
4. Misconduct by those members on the bench when officials cannot determine specific offender(s): warning/penalty is issued to team manager or captain.
5. If an intramural participant is ejected from any intramural contest, they are immediately ineligible for further competition, in any facility or intramural activity, until they are cleared by the Coordinator of Intramural Sports or his/her designee.
6. Playoff Eligibility: Teams must earn an average of a '3' sportsmanship rating during regular season

Co-Rec Modifications

1. Net: The net height will be set between men's and women's height at 7'8".
2. Participants: 3 men and 3 women shall be placed in alternate positions on the floor. A team may begin with 4 players. Front and back row players must be designated to the officials when less than 6 players are used. If injury or disqualification reduces the number to fewer than 4, the game shall be defaulted. Ratios must be equal. 3 and 3 with 6 players, 3 and 2 with 5 players, and 2 and 2 with 4 players.
3. Gameplay: If a ball is played by more than one player on a team, a woman must also make a play on the ball. A male in the back row is not allowed to attack or contact the ball above the net even for blocking. If a male back row player is not participating in a block, there is no restriction on back row players being in the attack zone.

4. Substitutes: Men must substitute in for men and women for women. The actual substitution shall be made only during a dead ball and without delay.

Playoff Eligibility

1. Teams will only be eligible for post-season play if they earn an average sportsmanship rating of 3 or higher
2. Teams that win via forfeit will receive a 5 rating.
3. Teams that lose via a forfeit will receive a 2 rating.
4. Teams that lose via default will receive a 3 rating.
5. Please contact the Competitive Sports Coordinator with any questions regarding sportsmanship ratings.

Protest

1. There can only be a protest regarding a player's eligibility or a rules interpretation. An official's judgment call cannot be protested. Protests concerning eligibility must be made before, during, or immediately following the game. Protests concerning a rule interpretation must be made immediately following the play in question. Only players of the offended team will be allowed to protest.