2015 INTRAMURAL VOLLEYBALL RULES
(Updated 12/14)

Rule 1: Facility
1. All games will be played in the High Courts of the George S. Eccles Student Life Center.

Rule 2: Player Eligibility
1. All Intramural Sports eligibility rules apply. Please check your Intramural Sports Rules and Regulations carefully.
2. All players must check-in with their University ID cards with the on-site Supervisor prior to the start of each game.

Rule 3: Team Composition
1. The game shall be played between 2 teams of 6 players each. A minimum of 4 players is required to prevent a forfeit.
2. Volleyball is an Open sport so there are no gender requirements. Any combination of men and women may be on the court at one time.

Rule 4: Equipment
1. Players must wear athletic clothing with non-marking closed toed shoes.
   a. Clothing with rivets, zippers and/or buttons is prohibited. The Intramural Staff reserves the right to make final decisions on the allowability of clothing.
   b. NO JEWELRY WILL BE PERMITTED. This includes, but is not limited to, earrings, wedding rings or bands, other rings, necklaces, bracelets, rubber bands, and metal barrettes. The only exception to this rule is a medical alert bracelet or necklace or a piece religious in nature. In that specific case, it must be taped down and cannot become untapped during play.

Rule 5: Beginning a Game
1. Before the start of the game the referee shall toss a coin in the presence of the opposing captains, after first designating which captain shall call the coin toss. A game of rock, paper, scissors is a valid coin toss.
   a. The captain of the winning toss shall choose 1 of the following options.
      i. Team area
      ii. Service
         1. If the captain chooses the serve, they will serve the 1st set and the 3rd set, if needed. The loser of the coin toss will serve the 2nd set. After each set of a match, the teams will change playing areas. (In the 3rd set, teams will change sides once a team has scored eight points)
   2. All matches will start at the designated time. If a team does not have the minimum number of players present within the 5 minute grace period immediately following the scheduled game time it shall forfeit.

Rule 6: Match Procedures
1. The first team to win the best 2-out-of-3 sets wins the match. Sets 1 and 2 will be played to 25 points with rally scoring, and a team must win by 2. There is a cap of 30 points, meaning a team could win 30-29. Set 3 will be played to 15 points with rally scoring, must win by 2, and the cap becomes 20 points.
2. **Court Boundary**: A ball being over any part of a boundary line when landing is in. A ball landing on the ground, completely outside the designated court lines, will be declared out-of-bounds. The ball will be declared dead immediately if it hits a basketball goal, any part of the track (ceiling under, railing or over the railing), or any other object not part of the court. The ball is dead when it touches a net antenna or does not pass entirely between the net antennas. It is permissible to run out-of-bounds to play a ball prior to it becoming dead.

3. Net Height: 8’ for all divisions.

4. **Substitutions**: All substitutes will be made in the center back position. All substitutes must make one complete rotation. A player late in arriving for a team of less than 6 can only rotate in when his/her team has the serve, and must enter in the center back position.

5. **Timeouts**: Each team can call one 30-second time out in each set.

**Rule 7: The Set**

1. **The Serve**: The server shall stand with both feet behind the rear boundary line and serve from any position behind the boundary line. There are no restrictions as to how the ball may be served except that it must be clearly hit, not thrown or pushed. A served ball that hits the net and passes over is a legal serve.

2. Blocking or spiking the ball off of a serve is illegal.

3. **Legal Contact**: Legal contact is a touch of the ball by a player’s body, above and below the waist. Players are not permitted to scoop, hold, or throw the ball. The ball may not visibly come to rest on the player's hands, fingers, or any other part of the body.

4. A player shall not make successive contacts of the ball unless he/she has blocked a ball at the net as his/her first contact.

5. A ball, other than a serve, may be recovered from the net provided the player avoids contact with the net and does not catch or hold the ball and a team has not yet exhausted its 3 hits.

6. The ball must always be returned over the net by the 3rd contact, unless a block is the initial contact in which case the ball must be returned by the 4th contact.

7. **Blocking**: Blocking is an act at the net which intercepts the ball coming from the opponent's side by making contact with the ball as it crosses the net, before it crosses the net, or immediately after it crosses the net.
   a. An attempt to block does not constitute a block unless the ball is contacted during an attempt.
   b. Only front row players may block.
   c. The team that has blocked shall have the right to three more contacts with the ball in order to return it to the opponent’s side.
   d. When the ball, after having touched the top of the net and the opponent’s black, returns to the attacker’s side, the team then has the right of three more contacts in order to return the ball to the opponent’s area.

8. **Net play**: A player may NOT touch the net. It is permissible to:
   a. Reach under the net as long as one doesn’t interfere with an opponent's attempt to play the ball.
   b. Reach over the net to complete a spike which was begun on the player's own side of the net.
   c. Reach over the net to block, but not interfere with the opposing team's play.
   d. Have his or her foot touching the opponent’s court as long as some part of the foot is on the midline and no interference is made with the opposing team.

9. **Back-Row Play**: A back-row player is allowed freedom in moving about the court but may not jump and attack (”spike" or "kill" the ball) in front of the 10-foot line. A back-row player may never block
the ball. Players must be in legal positions until the ball is served. When playing with only 4 or 5 players, 2 players will be considered back row players, with the latest server being one.

**Rule 8. Other Rules**

1. **PROTESTS:** If a team feels an official has misinterpreted a rule, it must lodge a protest at the time of the ruling. The team must call a timeout at the time of the ruling and inform the official it wishes to protest a misapplication or misinterpretation of a rule. The game will be stopped to obtain a ruling from the Intramural Supervisor. Failure to call timeout and obtain an immediate ruling from the Intramural Supervisor at the time of the rule in question will void any future right to protest. If the official’s ruling stands, the protesting team will be charged the timeout. If the official’s ruling is changed, the team is not charged a timeout. No protest concerning officials’ judgment will be considered. If the protesting team still feels the ruling is incorrect, it must then lodge a written protest to the Manager of Intramural Sports within 24 hours of the game in question.

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