

# INTRAMURAL SPORTS

## CO-REC VOLLEYBALL RULES

### FOREWORD

The Intramural Volleyball program is organized for the purpose of offering current Santa Clara University students, faculty and staff the opportunity to participate in an atmosphere of mutual respect and good sportsmanship. Captains are expected to familiarize themselves and their teammates with these rules and the policies within the Intramural Sports Handbook. Any disruptive or unsportsmanlike conduct can be cause for suspending an individual and/or team for the program. The program is based upon cooperation and mutual respect among players and student supervisors.

### GENERAL RULES

- Teams consist of six players on the court at all times; however, teams may play with a minimum of four players. Team rosters may have a maximum of 12 players.
- Teams must have a minimum of three males and three females playing at all times (the number of females on the court must be greater than, or equal to, the number of males).
- Matches are **self**-officiated. Although an Intramural Sports Supervisor will be on-site to oversee all participants and record the final score. All illegal hits, net violations, line calls, etc. are honor calls and should be made by the person making the play on the ball. Please be honest and consistent in the calls.
- A match consists of best three-out-of-five games. Games are rally scoring to 15 points, win by 2. Rally scoring is the scoring method in which points can be won by the serving or receiving team.
- Each team is allowed two (2) one-minute time outs per match.
- NFHS (High School) rules shall govern all situations not listed.
- Questions/conflicts should be directed to the on-site Intramural Sports Supervisor to resolve.
- Any intercollegiate and club volleyball players on the roster *within the current academic year* are ineligible to participate in Intramural Sports Volleyball. Each match participated in will result in a forfeit for the affiliated team.

### EQUIPMENT

- Nets are set at 7' 11 5/8".
- Teams need to provide game balls. Balls are available for checkout from the service desk.
- Ball: Both captains and the Intramural Sports Supervisor must approve the ball as the game ball if it is not the Intramural Sports program ball.

### SAFETY

- All injuries should be reported immediately to the on-site Intramural Sports Supervisor.
- Each participant is responsible for his/her own medical insurance coverage. Santa Clara University does not provide insurance to individuals for any injury incurred in Intramural Sports participation.
- All jewelry must and should be removed prior to play.
- A player is not allowed to wear any equipment that, in the opinion of the Intramural Sports Supervisor, is unsafe. Intramural Sports Supervisors will check for illegal or unsafe equipment before every game.
- Any player with blood on his/her person or clothing must leave the game and may not return until the blood is stopped and covered and all bloody clothing removed.

### STARTING the GAME

- Game time is forfeit time.
- Both captains should check in with the Intramural Sports Supervisor 10 minutes prior to game.
- Each player must show valid ACCESS card prior to every Intramural Sports contest.
- Captains should meet prior to starting time, shake hands and review captains responsibilities. Captains must confirm that only rostered players are being used.

### SERVICE

- Service may be made anywhere behind end line.
- Players need to rotate serving order and court position between female and male.

## **PLAYING the BALL**

- When the ball is played more than once by a team, **at least one of the contacts must be made by a female player**. Failure to comply will result in the point being awarded to the opposing team. Participating in a block does not constitute a contact.
- Each team is allowed a maximum of three successive contacts to return the ball over the net.
- The ball may be hit with any part of the body above and including the waste (i.e. no kicking) and cannot visibly come to rest on any part of the body.
- Players may have successive contacts with the ball during a block and during a single attempt to make the first team hit of a hard-driven ball coming from the opponents. Any other player committing successive contacts with ball will be called for a double hit.
- Players may not come into contact with the net. If the ball causes the net to come into contact with a player, play continues.
- A player can reach over the net at any time to block, but cannot cross the net to attack or spike the ball.
- Crossing the centerline is illegal when contact is made with the opponents' court.

## **BACK ROW PLAY**

- When only one male player is in the front row at service, one male back row player may be forward of the attack line for the purpose of blocking only.
- Back row players over the attack line may not play a ball that is higher than the net toward the opponent's court. This restriction does not apply if the player jumps clearly from behind the attack line and after contacting the ball, lands in front of the line.

## **BOUNDARIES**

- A ball touching any part of a boundary line is "good".
- The ball is out-of-bounds if it comes into contact with the net antennas floor or wall beyond the boundaries of the court.
- The ball is in play if it comes into contact with the ceiling if and only if the ball remains on the side of the team who hit the ball, and the following hit will not exceed the maximum three (3) allowable hits per side.

## **FOULS**

- A point is replayed when opposing teams cannot agree on the call made, an object enters the court and interferes with play, and a player is injured.

## **CONDUCT**

All intramural participants and spectators are expected to conduct themselves within the rules and the spirit of positive sportsmanship. Any conduct by players, coaches, or spectators deemed in bad taste and not conducive to the best interest of the game will be penalized with ejection. This includes profanity, excessive arguing, abusive language, abusive behavior, being under the influence of alcohol or illegal substances, etc.