



Intramural Sports Volleyball

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

- The value of Intramural Sports is in playing, not in winning - so you, your team, and your fans are expected to **behave in a sportsmanlike manner at all times, both on and off the field.**
- Profanity, intimidation, abusive language, threats, fighting or other physical contact is not tolerated and will result in disciplinary action as defined below.
- Possession or consumption of alcohol or illegal substances is not allowed. Any individual suspected of being "under the influence" will be asked to leave the facility immediately. Bellomy Field, the Malley Center and Stanton Field are facilities where no alcoholic beverages are permitted.
- Officials are fellow SCU students and must be treated with respect at all times.
- All students participating in Intramural Sports will be held to the Student Conduct Code in the SCU Student Handbook for more detailed info please visit the Office of Student Life website at <http://www.scu.edu/governance/student/index.cfm>

Disciplinary action includes but is not limited to:

- Immediate participant ejection (must leave the facility within two minutes or game is forfeited)
- Ejected participant must meet with the Assistant Director of Recreation and/or Intramural Sports Coordinator staff.
- Two ejections within the intramural season (academic year) results in an automatic suspension from the program for that academic year. For example, if a participant is ejected from a flag football game & then a basketball game they may be suspended from all future play in the Intramural Sports program.
- Suspensions are a minimum two games (participant may not attend team's games during the suspension).
- Possible referral to Office of Student Life and/or Campus Safety.

Appealing disciplinary action includes:

- A written request for reinstatement and a meeting with Assistant Director of Recreation and/or Intramural Sports Coordinators needs to be requested within 5 business days of the decision.

Sportsmanship Rating:

To ensure the conduct guidelines listed above, sportsmanship ratings will be assigned by the Intramural Student Coordinators and/or Officials and/or IM Supervisors on site at the conclusion of each IM competition. The sportsmanship rating for each team will be listed on the score sheet of each competition and will not be posted online. The intent of this new system is to allow Intramural Student Coordinators to resolve sportsmanship conduct concerns to prevent potential disciplinary action. Intramural Student Coordinators will address sportsmanship rating concerns with team captains as they arise. You may request your team's sportsmanship ratings by emailing intramurals@scu.edu.

Team sportsmanship is rated according to the following scale and criteria;

4 points: Excellent Sportsmanship

Respect shown to the game and staff by participants and spectators at all times. Participants speak to staff members appropriately in all situations. Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates and calmly converses with officials about rule interpretations and calls.

Teams that win by forfeit will receive a "4."

3 points: Acceptable Sportsmanship/Good Conduct

Team members and spectators are respectful of opponents and officials except for one or two minor incidents which may or may not merit a warning from officials or other IM Staff members. Participants question an official's judgment/rule interpretation in a disrespectful manner. Minor incidents such as trash talk, cursing in any manner, or mocking the skill level of an opponent might occur such that an official is prompted to provide 1-2 verbal warnings and might also include a yellow card (soccer), unsportsmanlike flag (flag football), technical foul (basketball) or something of the like. Teams that receive 1 yellow card, an unsportsmanlike flag or technical foul (or the equivalent) will receive no higher than a "3" rating.

Teams that default will receive a "3."

2 points: Sportsmanship Needs Improvement

Team members repeatedly question the judgment of or an official's abilities. They, and/or spectators are disrespectful of opponents and/or officials on a number of occasions which may or may not warrant various sport specific penalties. Captain exhibits minor control over his/her teammates and spectators. Teams having a player ejected for an unsportsmanlike act will receive no higher than a "C" rating, including ejections for use of an invalid ID/ineligible player.

Teams that forfeit without providing proper courtesy notice will receive a "2."

1 point: Unacceptable Sportsmanship

Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis. The team captain exhibits no control over teammates or himself/herself. Teams focus more on bickering with officials than playing the game.

Multiple unsportsmanlike calls and/or technical occur.

See Disciplinary Action listing above for possible sanctions applied. Intramural Staff working the competition will be required to submit an Incident Report for any teams receiving a D rating.

The team captain will be required to meet with the Assistant Director of Recreation and/or Intramural Sports Coordinator staff prior to their next scheduled competition and the team will not be eligible to return to participate until approved by the Assistant Director of Recreation and/or Intramural Sports Coordinator staff.

0 points: Season Ending Rating

The following actions can result in an "0 point" sportsmanship rating:

Team is completely uncooperative and out of control before, during, or after intramural sports contest(s).

Team captain (spokesperson) exhibits loss of control over self, the team, and/or the spectators.

Multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.

Fighting or contest ended due to extenuating conduct circumstances: Includes threatening an employee. If involved in a fight your team could be removed from the league for the remainder of the season.

Instances include multiple players being ejected for sportsmanship reasons;

A team accumulating 4 sportsmanship technicals/penalties in the game;

Physical contact, threats, and/or attempts to injure other participants or intramural staff. All players on the team roster will be suspended from intramural sports program for an unspecified period of time.

The incident will be referred to the Office of Student Life and/or Campus Safety

