Intramural Volleyball Rules - Spring 2018

*All IM participants are expected to review the Intramural Participant Handbook. The handbook is located at http://www.ship.edu/Recreation/Intramural_Sports/.

SCHEDULE INFORMATION:

1. Game and officiating schedules will be recorded daily on the Rec Hotline (717-477-1561, prompt #3). All IM volleyball participants are expected to call the Rec Hotline daily to confirm league schedules. Participants are reminded that cancellation of academic classes may not impact scheduling of intramural competition.

2. All games will be played at ShipRec on assigned courts.

ROSTER:

1. Shall contain a minimum of 10 players, but no more than 16.

2. Individuals on a varsity volleyball roster on the date of the first volleyball competition of the 2017-2018 academic year are not eligible to participate for the 2018 intramural volleyball season.

3. Individuals on the roster of the men’s volleyball club may participate in intramural competition. Each roster is limited to 2 club members.

4. Captains should make note on the roster form of any graduate student, faculty, or staff participating in the league. ShipRec access will be adjusted for their participation in IM volleyball.

5. A player may be dropped or added to a roster only by emailing rec@ship.edu with subject line “IM DROP/ADD”. A return confirmation will be sent to the captain. Roster changes are prohibited following the completion of 50% of the regular season. Changes made by 8 am will be effective for the next scheduled competition.

RULES:

1. All equipment will be provided by IM staff.

2. If a team does not field (6) six players to begin any game at the scheduled game time, that contest is considered a forfeit. For example: If the game is to start at 9:00pm (6) six players must be present for game 1 at 9:00pm, game 2 at 9:10pm, and game 3 at 9:20pm. Therefore, a team may forfeit game 1 and still be able to play games 2 and 3. Once (6) six players are fielded for that match, teams may play with fewer players without it being considered a forfeit.

3. Winner of a coin toss will serve games 1 and 3. Loser of toss may select court end for games 1 and 3.
   
   o Each match must consist of a three game set. Overall team record will consist of total “games” lost and won. For example, after playing 5 matches your total record would add to 15 games, i.e. (9-6), thus every game contributes to the standings.

4. A 1 minute time out is permitted for each team during a game. Time between games shall not exceed 2 minutes.

5. Each game will be played to 25 points, rally scoring. A 2 point margin is required for victory. A 30 point cap will be used. I.e. score of 30-29 will end the game.

6. Players can be substituted at the left front and server only. They must remain through a full rotation (all 6 positions on the court). A substitution is permitted only on dead balls and after the official has signaled the sub(s) onto the court. All substitutions must be made within 10 seconds, or the official will award a
delay of game point. Only one request per team for substitutions is permitted per dead ball. Substitutions must take the position of the player that is leaving the game.

7. Players must rotate 1 position clockwise at each service change.

8. The position of a player relative to that of teammates shall not be changed during a game. Following service, players may exchange positions, but a back line player cannot move up to the front line to spike. It is permissible for a backline player to contact the ball above the net if he/she jumped from behind the 10ft. line. She/he can move in the front row to set, but not attack the ball at the net. At each dead ball, all players must return to their proper position before service is delivered.

9. The ball may touch the net on service. A ball that hits any boundary line is in bounds. A player may not touch or catch a ball and call it out-of-bounds. The ball is dead if it touches anything outside the court. A ball that contacts the ceiling or any other overhead object is playable by the same team. You may not play the ball into your opponent’s court off the ceiling or an overhead object.

10. Players may reach over the net only when blocking a third shot and on a follow-through.

11. Players may not cross the center line. They may maintain center line contact with part of their foot (but no other part of the body), but once the complete foot crosses the center line it is an under the net violation.

12. Players may not touch the net. Exception: on any play of a series, when a ball is driven into the net with such force as to drive the net against an opposing player, that player is not charged with a net violation.

13. A player may reach under the net to play a ball provided the player does not touch the net or cross the center line.

14. Three (3) plays are permitted to return the ball. An individual may play the ball twice, but not consecutively.

15. Simultaneous contacts of the ball by more than one player of the same team are permitted and are considered as one play. Players participating in such a play may participate in the next play. It is considered 2 touches if both people touch the ball simultaneously.

16. On a hard driven hit, such as a serve or spike, double contact is permitted by the receiving individual as long as the ball does not rest on the body of that individual.

17. Individuals must present valid SU ID when entering ShipRec. Any individual failing to present a requested ID, or violating ShipRec access policies, who participates in a contest, will subject the parent team to forfeiture of the contest and associated penalties. Participants may not enter ShipRec as a guest and participate in an intramural contest. Faculty/Staff and graduate student intramural participants must be placed on a list by team captain to enter ShipRec for intramural contests.

**OFFICIATING/FORFEITS:**

1. Each team will supply 2 officials for games to which they are assigned. Thus, each game will have 4 officials – 2 from each assigned team. The score sheet will indicate the assignment of line judges, net judge, and scorekeeper. Officials must also be actively and effectively officiating. Any official using an electronic device while officiating will receive an officiating violation for their team. Failure to follow these policies, even though an official is present, could result in an officiating violation. Any failure to officiate and/or sign in the respected officiating slot on the score sheet will result in a violation. Forfeits will also result in a violation. Team violations are used to determine a team’s continuation in the league, including eligibility for post-season competition.