Intramural Volleyball Rules
Shippensburg University Spring 2010

1. A team must have 6 players participating at all times. If a team does not field (6) six players to begin any game, that contest is considered a forfeit.

2. 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. Failure to supply necessary officials may result in disqualification from post-season consideration.

3. Winner of a coin toss will serve games 1 and 3. Loser of toss may select court end for games 1 and 3.
   * 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 11 points. A 2 point margin is required for victory. A 15 point cap will be used. i.e. score of 15-14 will end the game

6. Players can be substituted at the left front and server only. They must remain through a full rotation. A substitution is permitted only on deadballs 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. Substitutes will take the position of the player that is leaving the game. Players are permitted to enter a game three times (starting the game counts as one). A player reentering a game may only take their original position in the serving order.

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 10 ft. 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 not touch the net on service. There is no “let” serve. 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 must 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 play may participate in the next play.

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

18. Individual participants must present valid ID when entering ShipRec (Players failing to do so will subject their team to forfeit).