



# Bloomsburg University Intramural Sports Program

## IM Sports - 6 on 6 COED VOLLEYBALL RULES

PIAA Volleyball rules with these IM modifications and the IM General Rules will apply.

### 1. Players, Substitutes, and Roster Size

- A. Eligibility: MUST SHOW BU ID for every competition. Currently enrolled BU undergraduate students, graduate students, and BU Faculty/Staff personnel are eligible for intramural competition.
  - i. A player is ineligible for any further activity as of the date he or she withdraws from school.
- B. There will be five weeks of regular season play and one week of playoffs.
- C. Roster
  - i. Co-Ed 6 v 6; three (3) men and three (3) females
  - ii. Teams may play with five (5) players:
    1. The ratio of men to women may not exceed plus one (1) on the court at all time.
    2. Must have a minimum of 2 females on the court at all times
  - iii. Teams may play with four (4) players.
    1. A team must have at least 4 players (minimum 2 females) to start the game or it is a forfeit.
  - iv. New players may be added to a roster at any time during the "Regular Season". **Players must be added by 12 noon on game day AND be on the printed roster.** If a player's name is NOT on the roster they can NOT play. *See Intramural General Rules*
  - v. Players may only play for ONE TEAM within a sport. Playing in ONE game "declares player's team" for the remainder of that league.
    1. Players cannot switch teams after they have played in a game.
    2. Violation will result in suspension of the player and team captain along with forfeiture of the game/s in question.
  - vi. All current **Club Volleyball Members** are eligible to participate in the Competitive Division. *See Intramural General Rules*
    1. Club Members will be limited to three (3) players per roster.
    2. Two (2) club players are allowed on the floor at a time. Must be one of each gender.
- D. Substitutions may take place only during a dead-ball situation
  - i. A player re-entering a game MUST take their original position in the serving order.

### 2. Equipment and Uniform

- A. Clean, dry, non-marking court shoes are recommended to be worn.
- B. The only headgear that is acceptable will be headbands and soft-knotted bandanas.
  - i. Baseball caps will NOT be allowed
- C. Jewelry is NOT permitted on wrists, hands, or fingers.
  - i. Casts, splints, or body braces made of a hard or unyielding substance must be removed or covered with minimum 0.5" of padding.
- D. **Volleyballs are provided for games only.** If you wish to practice before the game, please bring your own ball or a second ID to check out a ball from the Front Desk.

### 3. Time Regulations and the Length of Game

- A. Games will consist of three (3) timed RALLY SCORING games NOT a best of three (3)
  - i. All three (3) games will be included in a team win-loss record.
- B. Game length will be 15 minute, running clock, 25 points and win by 2
  - i. If a tie or time expires at 25+ points, win by 2, first to 30
  - ii. If time expires with less than 25 points, win by 2 or first to 25
- C. TIME-OUT: Each team may use one time-out per game. The time-out is one minute long. The game clock will stop during timeouts. A "Time-Out" may only be requested by the captain on the court. The penalty for a second time-out is a point awarded to the opponent. A delay for an injury is an official's time-out.

#### 4. Forfeits and Starting Games

- A. **GAME TIME is FORFEIT TIME!!!** If a team does not have the minimum number of players (4) at the scheduled game time, the game will be called and either a default or forfeit will be recorded.
- i. **Forfeits:** Teams that have less than 3 players present on the field/court at game time will lose the game by forfeit. A deposit of up to \$20.00 will be assessed to the team captain prior to participation.
    1. **1st Violation=** Teams/individuals will lose forfeit deposit.
    2. **2nd Violation=** Teams that forfeit for the second time, without notification to the Intramural Sports Office, maybe dropped from the tournament.
  - ii. **Defaults:** Teams that have four (4) players, but not enough female players to compete at game time will lose the game by default. Teams may also inform the Intramurals Office (389-5288) by 4:00 pm (after 4:00pm will be a forfeit) on game day to receive a loss by default.
    1. **1st Violation=** Grace, teams/individuals are not penalized.
    2. **2nd Violation=** 1 Forfeit. Team/individual will lose their Forfeit Fee and team captain must speak with the Intramural Director to discuss further league play.
    3. **3rd Violation=** 2 Forfeits. Team/individual will be dropped from the tournament.
  - iii. **Grace Period:** A team will forfeit a game when it is not ready by game time. The team ready to play will have the choice to grant their opponent a Grace Period, at which they will have 10 minutes to field the minimum number of players to play. Game clock will start.
    1. The team ready to play will be awarded 1pt for every minute that passes.
    2. After 10 minutes, the game will be declared a forfeit by a score of 25-0
- B. Teams must be ready to play at their scheduled game time. Once team minimum is met, late arrivals can still play once they check in.
- C. **START OF MATCH:** A coin toss, with the winner choosing either: serve, receive, or the court side. Other team gets the remaining choice. Second game: the team that received serve in the first game will now serve first and both teams will switch sides. Third Game: a second coin toss will occur; and the teams will change sides after 7.5 minutes.

#### 5. Playing Rules and Scoring

- A. The referee has authority to rule promptly, in the spirit of good sportsmanship, on any situation not specifically covered in the rules. The referee's decisions are final in all matters pertaining to the game.
- B. The rally point system awards points on each serve whether your team served or not. For example, if the team serving has a side out and loses its serve, the opposing team not only obtains the serve, they are also awarded a point.
- C. A ball landing on the line is good.
- D. **CEILING RULE:** A ball that contacts the ceiling or any other overhead object is playable by the same team. You cannot play the ball into your opponent's court off the ceiling or an overhead object.
- E. No more than 3 hits per side. Contact with the ball during blocking shall not be counted as a hit.
- F. **If a team hits the ball 3 times before playing it over the net, a female must touch the ball at least once.**
- G. A player may use any part of the body to play the ball.
- H. No player may hit the ball twice in succession except when blocking.
- I. The serving order must alternate male and female players.
- J. The server can serve anywhere behind the end line, within the sidelines extended.
- K. No jump serving.
- L. A front row player may NOT attack a serve above the plane of the net.
- M. A player may not touch the net with any part of the body. It is not a foul when a player's hair touches the net, or when the force of a ball hit by an opponent pushes the net or net cables into the player.
- N. A player may not step all the way over the center line.
- O. A player may follow through over the net when executing a spike

#### 6. Participant Conduct and Fair Play – "SPORTSMANSHIP"

- A. All players, captains, and spectators will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the building and future Intramural sports.
- B. **SPORTSMANSHIP RATING:** Behavior before, during, and after an intramural contest is included in each rating.
  - i. **Teams must maintain a 3.0 average in order to qualify for playoff play. Teams must also maintain a 3.0 average during playoffs in order to advance.**
- C. **EJECTIONS:** All ejections will result in at least a one game suspension and scheduled meeting with the Director of Intramurals and that sports coordinator.
  - i. The player that is ejected will be given 2 minutes to leave the playing area and facility. If the player does not leave within 2 minutes their team will be penalized a bench technical foul. If the player has

still not left the playing area and facility the game will be called a loss to the team the player was a member of.

- D. See Intramural General Rules for Rating Scale and Consequences.

## 7. Playoffs

- A. Games will be a best of 3 format
  - i. First two (2) matches will be to 25 and follow regular season scoring
  - ii. The third match, (if necessary) will be to 15.
- B. Playoff Eligibility: Team must be in good standing with no unsportsmanlike conduct issues.
  - i. Players must be on official team roster
  - ii. Players must have played in at least 2 regular season games.
- C. The number of teams who qualify, plus the number, length, and playing rules for playoff games may be altered as time, weather, facility, and equipment conditions require. A variety of options will be considered before altering the preferred playoff format.
- D. Teams must be able to play any day during playoffs. Championship games maybe be scheduled on Fridays or Sundays. Make sure you have enough players on your roster so you do not have to forfeit during playoffs.
- E. The IM Office does not personally notify teams regarding playoff schedules.
- F. Teams need to familiarize themselves with the Team Sportsmanship Rating System located in the Intramural General Rules Handbook as this will affect their eligibility for playoffs at the end of league play.

## 8. Officials and Manager Duties

- A. The Intramural scorekeeper at each court will be responsible for scoring the game and checking ID's and rosters.
- B. Teams should verify the score at the end of each half, and after the game. Captains must sign the score sheet to verify the game winner.
- C. Coordinators/Officials have the power to enforce all Intramural rules as they apply to players, coaches and spectators.

## 9. Safety and Prevention

- A. A player who has any visible amount of blood on their uniform shall be considered an injured player and must leave the game immediately for appropriate treatment and/or changing of clothes.
  - i. All blood soiled clothing must be removed before the player can reenter the game.
- B. Players wearing glasses should have shatter proof lenses and straps.
- C. Absolutely no jewelry shall be worn on wrists or hands. A warning will be issued to a team for an infraction of this policy. If a 2<sup>nd</sup> infraction arises in a given contest 2 points will be assessed the opposing team
  - i. Exception - medical ID tags which must be taped to the body.