

## **GW Campus Recreation INTRAMURAL 6-on-6 VOLLEYBALL RULES**

Each player must present a G-World card before each contest to be eligible to participate. No exceptions.

All intramural participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or Student Health before participating in Intramural Sports.

The officiating will be done by officials who are in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players, or coaches can result in assessment of a penalty, ejection, or forfeiture of that game. Spectators must also remain in the area designated by the officials. The officials and supervisors shall have the power to make decisions on any matters or questions not specifically covered in the rules.

Our volleyball league will be played under NFHS rules and regulations with the following exceptions noted below.

### **THE GAME**

The match will consist of the best 2 out of 3 games. All games will use a rally scoring system (a point is awarded on each serve). The first two games are to 25, win by two, with a cap at 30. If a 3rd game is needed to decide the match, that final game shall be played to 15 points, win by 2, with a cap at 20. There is a time limit of 40 minutes on all matches, except for the championship match. If a match is in play, when time expires, the game will stop and the team leading at that point will be declared the winner. A third game will be played if necessary in this case.

### **STARTING THE GAME**

1. Teams must arrive on time for their match or it will be considered a forfeit. **Game time is forfeit time.** 4 players must be present at game time to prevent a forfeit.
2. Teams switch sides after the first game, and the serve is given to the team which did not commence serving in the first game.
3. The serving order placement of players on the court must conform to starting positions of players throughout the game. Before the start of a new game, a new serving order may be arranged.
4. All jewelry must be taken off prior to the start of the game. This includes chains, watches, rings, bracelets, etc. The Recreational Sports and Fitness Services Staff will not be responsible for any personal articles, including keys and wallets.

### **TIME OUTS**

Each team is entitled to 1 time out per game. The time out will be for 45 seconds. The time out does not carry over to subsequent games if not used. Only the team captain may request a time out.

### **INJURY TIME OUTS**

If a player is injured during the game, the referee will call a time out. The injured player must be replaced and sit out for at least one point before returning to the game.

## **PLAYERS**

1. This is a six (6) player volleyball league. At the time the ball is served, the 6 players on the receiving team must be lined up in the proper service rotation. Back line players may not spike nor participate in a front line block attempt. Players may interchange positions once the point begins, but must return to their correct positions when the ball becomes dead. If a team has four (4) players, only the server is considered a back row player.
2. If additional players are late for the game, they can only enter into the game when their team regains service. They can only enter into the serving position, meaning if more than one player is late, the team will have to wait until they regain service after losing it to get a second player into the rotation.
3. A team may not drop below four players at any time, including due to injury, illness, disqualification, or ejection. If a team is playing with four (4) players and one of the players is ejected this will constitute a forfeit. If a team is playing with four (4) players and one of the players is injured and can no longer play, this will constitute a loss.
4. Only the designated captain may speak to the official at any time.

## **BLOCKING**

A block is considered separate from a regular contact if done above the height of the net in a position at the net. Hence, after a block, a team has the right to 3 contacts, and an individual participating in a block will have the right to make the next contact. The receiving team may not spike a served ball.

## **CONTACTING THE CENTER LINE**

A player may contact the center line with a foot or feet. As long as some part of the foot is touching the center line, it is a legal play.

## **PLAY AT THE NET**

A player may not touch the net. A player may not contact the ball over the net above the opponent's playing area before the opponent's action to send the ball toward the opposite side is made. Hands passing over the net after a legal spike or block is legal.

## **BALL OUT OF PLAY**

The ball is considered to be out of bounds if it touches any object outside the court. Any ball that is hit by a team and then hits the ceiling and returns to their side of the court is a live ball. A ball cannot hit the ceiling then go over the net. The side walls, back walls, and backboards are considered to be out of bounds, meaning a ball cannot be played off of them.

## **DOUBLE FAULT**

When 2 opponents commit a fault simultaneously, the point will be replayed.

## **SUBSTITUTIONS**

Substitutes may only enter the game at the service position. The Libero rule is not utilized in this league. Players may only substitute in and out with the same person in a particular game.

## **CROSSING THE VERTICAL PLANE**

Crossing the vertical plane under the net, while the ball is in play, is a fault.

## **THE SERVICE**

The server must wait for the referee's whistle before serving and will have five (5) seconds to serve the ball. The server may enter the court immediately after the ball is hit. A served ball will be considered legal if it contacts the net and still goes to the other side of the court (let serves are now considered legal). The server must toss the ball out of the hand before contact occurs. The receiving team can set a served ball.

## **BALL CONTACT**

Each team will be permitted 3 consecutive hits (contacts) of the ball in order to return the ball to the opponent's court. No player may make 2 consecutive hits. The ball may be hit with any part of the body. The ball must be cleanly hit. Any push or carry of the ball may be called an infraction by the referee. This also includes double hits (i.e., hits forearm, then biceps).

## **COED RULES**

Teams may never have more than 3 players of the same gender on the court at any time. Women can only substitute for women and men can only substitute for men. Serving order shall be an alternation of men and women players, or vice versa. If a team has five players, they may utilize 2m/3f or 3m/2f. If a team has four players they must use 2m/2f on the floor.

When the ball is played more than once by a team, at least one of the contacts with the ball must be made by a female player. Contact with the ball during blocking shall not constitute playing the ball. There is no requirement for a male player to contact the ball, regardless of the number of hits by a team. The net will be set at men's height for all co-ed matches

## **DOWN OFFICIAL**

The down official is responsible for keeping score of the game and assisting the up official in the following areas:

- Out-of-bounds calls on their side of the floor
- Center line violations
- Net violations
- Other calls as necessary

The down official should have their whistle in mouth prepared to assist when called upon; however, primarily the down official will call center line and net violations when they happen and not wait for the up official to ask for assistance.