

Intramural Volleyball Rules

I. TEAM

a. **Captain:**

- i. Team captains are responsible for the actions of their team and their team's fans. It is the team captain's responsibility to ensure that all team members are listed on the roster.
- ii. Only the team's designated captain is allowed to consult with the officials.
- iii. Captains should verify the score at the end of every game, and must sign the score sheet to verify the game winner.

b. **Eligibility:**

- i. All players must present a valid Kutztown University ID to the scorekeeper prior to every game. The scorekeepers will hold all ID's until the end of the game. **NO ID, NO PLAY!**
- ii. All current Kutztown University students, faculty, and staff are eligible to participate in intramural activities.
- iii. All players must have paid the Intramural Participation Fee and appear on the IM Leagues roster (Please reference IM Handbook for payment process).
- iv. Please see Intramural Handbook for policy on Varsity athletes.

c. **Roster:**

- i. A team will consist of six (6) players on the court. The roster may contain up to 12 players.
 1. **CO-REC:** A minimum of two (2) females must be on the court at all times.
- ii. A minimum of four (4) players are needed to start a game.
 1. If a team only has one female present, they must play a "man down".
- iii. Players may only play for ONE TEAM within a division.
 1. Players cannot switch teams within a division once they have played in a game.

II. FORFEITS & STARTING GAMES

- a. Game time is start time!!! If a team does not have the minimum number of players (4) at the scheduled game time, a running clock will be started. The team that does not meet the minimum number of players will have ten (10) minutes to field a team. The following penalties will be enforced during the period:
 - i. Start clock: Team ready for play will be awarded 10 points.
 - ii. 3 minutes: Team ready for play will be awarded game one victory.
 - iii. 6 minutes: Team ready for play will be awarded 10 points in game two.
 - iv. 10 minutes: Team ready for play will be awarded a win by forfeit by a score of 2-0.
 1. **TEAMS MUST BE READY TO PLAY AT THAT TIME!**

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2. If no members of a team are present at the scheduled game time, the game will automatically be ruled a forfeit and no clock will be started.
- b. Teams should try to notify the Coordinator of Structured Sports of any forfeit by 3pm the day of the game. This allows the Coordinator of Structured Sports time to possibly find a replacement team. If no team is found, the team will forfeit the game and will receive a “B” sportsmanship rating. Forfeits without notice, or after 3pm will result in a “C” sportsmanship rating.

III. ATTIRE & EQUIPMENT

- a. All players must wear sneakers
- b. Participants are **REQUIRED** to remove all jewelry prior to competing. Recreational Services is not responsible for lost or damaged jewelry.
- c. Athletic attire is required for participation.
- d. Items of clothing with profanity or deemed inappropriate by Recreational Services will not be tolerated. Players will not be allowed to wear such clothing when participating.
- e. Recreational Services will provide warm-up and game balls. If both teams agree to use a different ball, it may be used in place of the intramural ball.

IV. GAME LENGTH

- a. Matches will be a best out of three (3) games (first team to win two (2) games will win the match).
- b. Games 1 and 2 will be rally scoring to 25-points straight (must win by two).
 - i. Game 3 will be rally scoring to 15-points straight (must win by two).
- c. A “mercy rule” will be put into effect at any point in a game where the point differential reaches 15 points.

V. RULES OF PLAY

- a. United States Volleyball Association (USVA) rules applied except where modified.
- b. Starting the Game
 - i. A coin flip will determine who starts the game with serve.
 - ii. The team that loses the previous game will always serve first in the next game.
- c. During the Game
 - i. Substitutions
 1. Teams can make unlimited substitutions during the match. Substitutions can **ONLY** be made at the server position.
 2. The substitution can be made during the rotation, before the team serves.
 - a. An exception would be made on an injury.
 - ii. Position Rotation

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1. Teams are required to rotate positions after receiving serve back from the opposing team. Rotations must be clockwise
 - a. EX: Server to middle back, middle back to left back, left back to left front, left front to middle front, middle front to right front, and right front to sub/server.
- iii. Timeouts
 1. Each team is allotted one (1) timeout per match.
- iv. Serving
 1. The server must remain behind the serving line.
 2. Players on the receiving team are not permitted to spike a serve.
 3. A serve that hits the net is still in play, unless the serve falls on the serving team's side.
- v. The Net
 1. Whether intentionally or unintentionally, players may not contact or run into the net while hitting the ball, spiking the ball, or chasing the ball. The opposing team will be awarded a point.
- vi. Areas Out of Play
 1. The following areas are considered out of play:
 - a. Any part of the ceiling including lights, rafters, and basketball backboard systems, curtains
 2. If the ball contacts any of these areas, the play is dead and the ball will be ruled out-of-bounds on the team that last touched the ball.
- vii. Carrying
 1. Due to the different skill levels of the players, the officials will be lenient in what they may consider a carry. If the official feels that a team gained an advantage on an illegally handled ball, it will be ruled a carry.
 2. An open palm hit does not necessarily mean that a carry would be called.
- viii. Other
 1. A player may use any part of the body to play the ball.
 2. A ball landing on the line is good.
 3. A team has three (3) hits to get the ball to the other side.
 - a. No player may hit the ball twice in succession except when blocking.
 4. A front row player cannot attack a serve above the plane of the net.
 5. A back row player may not spike a ball from the front row.
 6. A player may not step all the way over the center line.

VI. MISCELANEOUS

- a. All participants of Kutztown University Intramurals are expected to treat their opponent, teammates, officials, and Recreational Services employees with the highest level of respect. Unsportsmanlike behavior will not be tolerated and can

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result in ejection from a game, suspension from the league, or expulsion from Intramurals.

- i. Unsportsmanlike acts include (but are not limited to):
 1. Taunting
 2. Profanity or obscene gestures
 3. Abusive or obscene language or actions.
- b. Any form of violent behavior or contact will result in an immediate ejection of the player from the game, a suspension, and possible expulsion from Intramurals.
- c. Any player ejected from a game will receive a minimum one (1) game suspension.

VII. PROTESTS & APPEALS

- a. The proper process for filing an appeal or protest can be found in the Intramural Participant Handbook
- b. A copy of the Intramural Handbook can be obtained from the Intramural Office or found online