

National Federation rules will govern play, subject to restrictions and exceptions laid down in the following rules:

Basic Policies

Rescheduling: All requests to reschedule must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. When rescheduling, both captains (or their representative) must come into the office to complete the rescheduling request form. Captain contact information is available online for your convenience in rescheduling.

Cancellation: Any team knowing in advance that they will be unable to play in a scheduled match may request to cancel and take a loss. All cancellation requests must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. The Intramural Sports Office **must** be contacted when cancelling a game to avoid the forfeit charge.

Forfeit: GAME TIME IS FORFEIT TIME! A team must report to the game site and be "ready to play" with the minimum number of players to avoid a forfeit. "Ready to play" means checked in with the proper game equipment and on the field/court ready to begin play at the scheduled game time. It is advised that teams show up 15 minutes prior to their scheduled start time. The Intramural Sports Staff will be responsible for calling a forfeit. A \$20 charge will be assessed to the captain of the forfeiting team and teams will be dropped from the league after two no-show forfeits.

Protests: Rule interpretation protests must be declared immediately after the play in question. Team captains must announce this to the official/supervisor and the Protest Form must be filed to the Intramural Sports Department no later than 12:00pm the following business day. Rulings involving official's judgment may NOT be protested. Player eligibility protests must also be filed before 12:00pm the following business day of the game in question.

Sportsmanship: Teams/Participants must receive an average 2.75 sportsmanship rating during league play to be eligible for playoffs. (A=4; B=3, C=2; D=1; E=0) Ratings will be given by officials for officiated sports and supervisors for self-officiated sports.

Conduct: All participants are expected to play according to the rules of the Division, Intramural Sports, and University Regulations. The staff of the Division of Recreational Sports reserves the right to penalize individual participants and/or teams for fighting or other unsportsmanlike conduct. Any individual or team that has or is consuming alcohol is subject to an automatic forfeiture. Since the use of alcohol is unsportsmanlike conduct, the Intramural Supervisors and Officials have the right to eject the player(s) or team and may forfeit the contest to the opponent. In addition, cases involving physical abuse of or between participants and/or spectators may be referred to the Office of the Dean of Students for possible action.

Inclement Weather: During league play and/or playoff games, a game "under play" may be called due to inclement weather or mechanical failure of the lights. Situations that would warrant calling games due to inclement weather would be lightning and thunder, tornado warnings and conditions that would be deemed injurious to participants' continued play. The Intramural Supervisor will have the responsibility for calling games due to inclement weather or light failure. Games that are called prior to starting by the supervisor will be re-scheduled (if time permits) by the Intramural Staff. These games will be re-scheduled by the Intramural Staff the next regular office day and notices of the re-scheduled games will be posted. Participants should call the Weather Hotline (494.3131) for updated game information.

Scorecard: Prior to each game, all players must sign in on the official scorecard. The game officials will then verify each player's identity by checking the players ID. All participants must display their valid Purdue University ID in order to participate. **NO ID, NO PLAY! (NO EXCEPTIONS)** An individual whose name appears on the official scorecard will be considered as having played in the contest. Late arriving players must have their name added to the scorecard upon arrival by an official before they may participate.

Eligibility: A participant may play for only one team. They may play on two teams if one of the teams is a Co-Rec team. For more eligibility policies please see the link below to the Intramural Sports Handbook.

More Policy Information: For additional information please review the Intramural Sports Handbook online at: www.purdue.edu/recsports/programs/imsports

Equipment

Shoes: Each player must wear athletic shoes. They must be non-marking.

Jerseys: All individuals participating in Intramural Volleyball must wear a shirt or tee shirt. It is recommended that each team's shirts be of the same color.

Illegal Equipment: Absolutely NO JEWELRY, hats, metal barrettes, or anything that would be injurious to participants is illegal to wear.

Game Regulations

Players: An official team shall consist of six (6) players. A minimum of four (4) players must be present start the game and avoid a forfeit.

Game Length: A match shall consist of the best two out of three games with a 40 minute max time limit. There will be no time outs other than for injuries. Momentary time outs will be allowed for substitutions.

Overtime: If it is in the third game and the score is tied when the horn sounds, a one point overtime will be played to determine the winner.

Game: The first team to reach 25 points is the winner (no cap, win by two). A point will be scored by rally point on each and every service. The third game will be played to 15.

Officials: The Intramural Staff will assign officials for each scheduled game. All games conducted by the Division of Recreational Sports must be played under the supervision of the Intramural Supervisor employed by the Division. No game may be played without its being scheduled through the Intramural Office. An Intramural Official will keep the scorecard.

Playing Area: All Volleyball games will be played in the East/West Gym of the RSC.

Official Game: In the event of inclement weather during the regular season, if a game has reached halftime, it is over and the score is official. If the game has not yet reached halftime, it is considered a cancelled game and will not be counted toward playoff qualification. Cancelled games will only be made up if space and time permits.

Sport Specific Rules

Net: Women's & CoRec net height shall be 7' 4-1/4". The net height shall be 8' for Men's division.

Service: The team winning the toss of the coin shall name their choice of serve or court.

Player Position: Six players will compose a full playing team. All players must be in their correct position when the serve is made. Once the serve has been contacted, the players may change their line position. In other words, a front court player can switch with any other front or back court player and the same is applicable for the back court player. A back-row player shall not participate in a completed block or touch a ball which is completely above the net while positioned on or in front of the attack line or having left the floor on or in front of the attack line.

Substitutes: A team may substitute only during a dead ball. The new player must take the original player's place in the rotation. Unlimited substitutions are permitted.

Serving Area: The serving area is the area from the behind the back boundary line and six feet in depth.

The Serve: The serving side:

- Must throw or release the ball from the hand or hands before it is hit.
- May not hit the ball directly off the holding hand.
- May not hit the ball with both hands.
- May not step on the back line or inside the court until the ball is hit.
- May hit the net on the serve. Let serves are permitted

The receiving side:

- May not block a serve

Re-serve: There is never a re-serve permitted even when the ball fails to clear the net while crossing into the opposition's court.

Legal Hit: A ball must be cleanly hit. It cannot come to rest momentarily in the hands or arms of a player. Scooping, lifting, pushing, and carrying the ball is illegal. A ball clearly hit with two hands from below is considered a good play.

Hitting Ceiling: A ball striking the ceiling or apparatus over the court may remain in play providing it is played again by the offending team before it contacts an opponent, the opponents' playing area, or the out-of-bounds area.

Boundary Line: A ball landing on a boundary line is considered good.

Playing the Ball: The ball may be hit by any part of the body above and including the waist except if the ball contacts one or more players participating in a block. These players may participate in the next contact.

Simultaneous Contact with Ball: The ball can contact any number of parts of the body down to the waist providing the contacts are simultaneous and that the ball is not held but hit and rebounds clearly.

Double Contact: A player contacting the ball more than once with whatever part of the body, without any other player having touched it between these contacts will be considered as having committed a double hit, except if the first contact was a block the same player may make the next contact.

Three Contacts by Team: The ball may be contacted a total of three times by a team in order to return the ball to opponents area. A team that has affected an actual block shall have the right to three more contacts in order to return the ball to opponent's area.

Net Play: A ball other than the serve may be recovered from the net provided the player avoids touching the net.

Reaching Over Net: In returning the ball, a player may follow through over the net, providing he/she first contacts the ball on his/her own side of the net. Player(s) in the act of blocking may reach across the net but may not contact the ball there until their opponent has hit the ball to return it.

Crossing Center Line: During play, any part of a player's body may touch the center line, and in addition, his/her foot or feet may contact the playing area on the opposite side of the center line providing that some part of each encroaching foot remains on or above the center line at time of such contact. Any part of a player's body may be in the air below the net and beyond the center if he/she does not interfere with the opponent's play by touching the ball or an opponent. A player may reach under the net to retrieve a ball that is in play by his/her team.

Co-Rec Modifications

Players: The number of players will be 6 (3 males and 3 females; or 4 males and 2 females and *visa versa*). If a team has 5 players they may have a combination of 3 males and 2 females or *visa versa*. A team may play with as few as 4 (2 males and 2 females; or 3 males and 1 female and *visa versa*).

Spiking: Males may not spike or drive a ball directly to the floor. Each return by a male must have a slight arch. Females may spike. Men may block.

Contacts by Team: The ball may be contacted a total of three times by a team in order to return the ball to opponent's area. A team that contacts the ball more than once must have a female contact the ball at least once during the volley.