INDOOR VOLLEYBALL

*The following rules provided by Purdue Intramural Sports are not meant to be all encompassing. Please refer to the Participant Manual for comprehensive eligibility guidelines, policies, and procedures*

SECTION 1. FORMAT

I. League Overview
   A. The league will consist of three (3) regular season games.
   B. Participants will be able to choose which day of the week and what time they play their regular season games by selecting a division within their desired league via scheduling on IM Leagues.

II. Playoff Format
   A. Following league play, a single elimination tournament will be played.
   B. Team rankings will be based on season performance and sportsmanship ratings

III. Location
   A. Games will be played in the Gold & Black Gym Courts 4-6.
   B. Teams will have a designated court assignment.
      i. This assignment can be found online.
      ii. Please contact an Intramural Supervisor if you need assistance locating your playing location.

IV. Supervision
   A. Officials will be assigned for all scheduled games. They will be responsible officiating games and enforcement of Volleyball rules.
   B. An Intramural Supervisor will provide oversight and aid with the operations of the sport.
      i. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE.
      ii. GAME TIME IS FORFEIT TIME!
         a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
         b. “Ready to play” includes having the proper game equipment and being at the court ready to begin at the scheduled time.
      iii. Please alert the Intramural Supervisor if assistance is needed.

V. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:
      i. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
      ii. Use of the facilities under the influence of alcohol or drugs is also prohibited.
   B. The Intramural Staff will strictly enforce these policies.

SECTION 2. THE GAME

I. Brief Overview
   A. All players must be in the correct position of the rotation once a serve is made.
      i. Once the serve is completed, players may change their line position.
         a. A front court player may switch with a back court player.
         b. A back court player may switch with a front court player; however, this player may not “attack” or block the volleyball in front of the ten (10) foot line (see Section 2.II).
            i. An “attack” is considered leaving the ground to play a ball above the net.
      ii. Any positioning violations result in a loss of that point.
   B. Teams are allowed three (3) hits per rally; the ball must cross over the net after the third hit.
      i. (Co-Rec Modification) A team that contacts the ball more than once must have both genders contact the ball at least once during that rally.
C. Should the ball contact the ceiling, it is considered in play as long as the offensive team contacts it before it contacts an opponent, the opponent’s playing area or lands out of bounds.

D. Spiking is permitted.
   i. *(Co-Rec Modification)* Men CANNOT spike the ball in co-rec divisions.
   ii. *(Co-Rec Modification)* Men may still block.

E. Kicking is permitted.
F. Balls landing on the boundary lines are considered in play.

II. The Court
A. The playing court has the dimensions of 30 feet wide by 60 feet long (see Object II.1 for details).
   i. The serving area behind the back boundary line is six (6) feet in depth.
   ii. The ten (10) foot line marks the limit to the back row’s attack.

B. Nets
   i. The net itself is three (3) feet tall.
   ii. Regulation men’s nets are 7’ 11 5/8” in height.
   iii. Regulation women’s nets are 7’ 4 1/8’’ in height.
   iv. *(Co-Rec Modification)* Co-Rec divisions will use regulation women’s nets.

Object II.1

III. Beginning Play
A. The Intramural Supervisor and officials will assist teams with court assignments.
B. Captains’ Meeting
   i. Prior to the start of play, each team’s captain will be required to meet with the official.
   ii. Follow the official’s instructions and ask any desired rule clarifications at this meeting.
C. Coin Toss
   i. Either a coin toss or even/odds game will determine the first choice.
   ii. The visiting team captain will be designated to make the call.
   iii. The captain winning the toss/game shall choose one of the following options:
      a. Choose to serve or receive first.
         i. If this option is chosen, the remaining captain will choose which side of the net they will begin play on.
      b. Choose which side of the net to begin play on.
i. If this option is chosen, the remaining captain will choose between serving or receiving first.

iv. Upon completion of the toss/game, each team will assume their respective sides and play will begin.

SECTION 3. EQUIPMENT

I. Equipment Provided
   A. Regulation indoor volleyballs will be provided.
   B. Players may use their own volleyballs as long as both captains and the Intramural Supervisor or official agree prior to the start of play.

II. Illegal and Required Equipment
   A. Players must wear non-marking athletic shoes.
   B. Attire
      i. Players must wear athletic shorts or pants and shirts.
      ii. Jeans are not permitted.
      iii. No jewelry, baseball hats, wristbands, watches, rings, or anything that would be considered potentially harmful may be worn.

SECTION 4. PLAYERS

I. Team Composition
   A. An official team shall consist of six (6) players on the court.
   B. Teams are permitted a maximum of 20 players on their roster.
   C. (Co-Rec Modification) Teams with six (6) players may play with three (3) males and three (3) females, four (4) males and two (2) females or four (4) females and two (2) males.

II. Roster Limit
   A. Teams can have a maximum of 20 players on their roster.

III. Minimum Team Requirements
   A. Games may be started with a minimum of four (4) players.
   B. (Co-Rec Modification) Teams must meet the following requirements:
      i. If there are only five (5) players, a team may play with three (3) males and two (2) females or vice versa.
      ii. If there are only four (4) players, a team may play with two (2) males and two (2) females, three (3) males and one (1) female or three (3) females and one (1) male.

IV. Substitutions
   A. Teams may substitute only during dead ball situations.
   B. An unlimited number of substitutions may be made throughout the match.
   C. The substitute must report to the substitution zone and be beckoned on by the official prior to taking the same spot of the player leaving.
   D. The substituted player must enter the same spot as the player leaving the rotation.
   E. Players arriving late must first sign in with the Intramural Supervisor before entering play.

SECTION 5. TIMING

I. Time Limit
   A. A 40 minute time limit will be enforced by the officials and Intramural Supervisor.

II. Timeouts
   A. Teams will not receive any timeouts.
   B. Injury timeouts may be determined only by the official and Intramural Supervisor.

III. Overtime
   A. When the time limit is called during the regular season there will be NO overtime.
   B. The match score will be recorded as follows:
i. If in game 2, the winner of game 1 will receive the win with a score of 1-0
ii. If in game 3, the team with the most points in that game will receive the win with a score of 2-1
iii. If in game 3 and the game score is tied a match score of 1-1 will be given

C. Playoff Modification: Matches are played with no time limit. See Section 6.1 on winning a match.

IV. Official Game
A. If at least one (1) game has been completed and inclement weather stops play, the game will be over and its score will be considered official.
B. If at least one (1) game has not been completed and inclement weather stops play, the game will be considered cancelled.
   i. Cancelled games will not count toward playoff qualification.
   ii. Cancelled games will only be made up if time and space permits.

SECTION 6. SCORING

I. Winning the Game
A. Matches shall consist of the best two (2) out of three (3) games.
B. In the first and second games, the first team to score 25 points will win the game.
   i. Teams must win by at least two (2) points.
   ii. Should a team reach 25 points and not be ahead by two (2) points, the winner will be the first team ahead by two (2) points or the first team to reach 30 points.
C. If a third game is necessary, the game will be played to 15 points.
   i. Teams must win by at least two (2) points.
   ii. Should a team reach 15 points and not be ahead by two (2) points, the winner will be the first team ahead by two (2) points or the first team to reach 20 points.
D. Rally scoring will be in effect; the winner of each served ball will receive a point and service.

II. Rallies
A. Teams are allowed three (3) hits per rally; the ball must cross over the net after the third hit.
   i. Should a team commit a clean block, the block will not be considered one (1) of their three (3) contacts to get the ball over the net.
   ii. (Co-Rec Modification) A team that contacts the ball more than once must have both genders contact the ball at least once during that rally.
B. Play continues until:
   i. The ball contacts the playing surface.
   ii. A team contacts the ball too many times in a given possession.
   iii. An illegal hit or illegal serve occurs (see Section 7 and Section 8).
   iv. Contact with the net occurs by a player.
   v. The ball crosses over to the other teams side, not in the area above the net
C. A player may hit the ball twice during each rally as long as another player contacts the ball in between hits.
D. Should the ball contact the ceiling, it is considered in play as long as the offensive team contacts it before it contacts an opponent, the opponent’s playing area or lands out of bounds.
E. Balls landing on the boundary lines are considered in play.

III. Mercy Rule
A. There will be no mercy rule scores.

IV. Forfeit Score
A. In the event of a forfeiture, a score of one (1) game to zero (0) will be given.

SECTION 7. SERVING

I. Serving
A. The server may serve from any location behind the back edge of the boundary line.
B. Let serves are permitted.
II. Legal Serve and Return
   A. The serving side:
      i. May not hit the ball with both hands.
      ii. May not step over the back line or inside the court until the ball is hit.
      iii. The ball may hit the net on the serve.
   B. The returning side may not block or spike a serve.
      i. Spike: an attack play in which the ball is forcibly hit into the opponent’s court with an overarm motion.
      ii. Block: action of a player close to the net at the moment of contact, meant to deflect the ball back to the opponent’s side.
   C. All players must be in the correct position of the rotation once a serve is made.
      i. Once the serve is completed, players may change their line position.
         a. A front court player may switch with a back court player.
         b. A back court player may switch with a front court player; however, this player may not “attack” (see Section 8.II.D).
      ii. Any positioning violations result in a loss of that point.

SECTION 8. LEGAL AND ILLEGAL CONTACTS

I. Legal Contacts
   A. The ball may be hit by any part of the body, including the foot, as long as it is a clean hit.
   B. The ball can contact any number of parts of the body providing the contacts are simultaneous and that the ball is not held but hit and rebounds clearly.
   C. Spiking is permitted.
      i. (Co-Rec Modification) Men CANNOT spike the ball in co-rec divisions. See Section 7.B.i for the definition of spiking
      ii. (Co-Rec Modification) Men may still block. See Section 7.B.ii for the definition of blocking

II. Illegal Contacts
   A. The ball cannot come to rest momentarily on a player’s hands or arms.
   B. Scooping, lifting, pushing and carrying the ball is illegal.
   C. Double contact is not permitted.
      i. A player contacting the ball more than once with any part of the body without any other player touching the ball between these contacts will be considered an illegal double hit.
         a. This does not apply to blocks.
         b. This does not apply to the first team contact after a serve.
   D. A back court player may switch with a front court player; however, this player may not “attack” or block the volleyball in front of the ten (10) foot line (see Section 2.II).
      i. An “attack” is considered leaving the ground to play a ball above the net.
      ii. “Attack” violations result in a loss of that point.
      iii. A back court player may, however, still “attack” from behind the ten (10) foot line.

SECTION 9. NET PLAY

I. General Net Play
   A. Any ball, other than the serve, may be recovered from the net provided the player avoids touching the net.
   B. When reaching over the net, a player may follow through over the net provided that they initially contact the ball on their side of the net.
   C. Player(s) in the act of blocking may reach across the net but may not contact the ball until their opponent has first contacted the ball.
   D. Should a player contact the net, the point and serve shall be awarded to the opposing team.

II. Crossing the Center Line
   A. Player(s) may reach under the net to retrieve a ball that is currently in play by their team.
   B. During play, any part of a player’s foot may touch the center line.
i. Any part of the feet may touch on the opponent’s side of the court as long as any part of the body is touching the center line.

C. Any part of a player’s body may be in the air below the net and beyond the center if they do not interfere with the opponent’s play by touching the ball or an opponent.

SECTION 10. SPORTSMANSHIP

I. Minimum Rating
   A. Teams must receive an average of 2.75 sportsmanship rating during league play to be eligible for the playoffs.
   B. Sportsmanship ratings will range between 0-4 with detailed explanations available in the Participant Handbook Article 9: Sportsmanship and Player Conduct

II. Officials
   A. The game’s officials will determine sportsmanship ratings for each of the game’s teams.

SECTION 11. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Participant Handbook for more details), the game may be played under protest.
   B. Please contact the Intramural Supervisor to file a protest form.

II. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Rulings involving judgment MAY NOT be protested.
   C. Team captains must announce this protest to the Intramural Supervisor and both captains will be required to fill out information on the protest form.