



INTRAMURAL SPORTS RULES

Indoor Volleyball

Last updated: 9/21/18

INTRAMURAL POLICIES AND PROCEDURES

ELIGIBILITY:

All Campus (AC): Any combination of ND students, faculty and staff or groups/departments may form a team. Living unit or departmental restrictions do not apply. CoRec (CR): Notre Dame undergraduate students, graduate students, faculty, and staff are eligible for participation. Interhall (IH): Full-time Notre Dame undergraduate students are permitted to participate for the hall in which he/she resides, with rector-signed approval. To play in all Intramural sports, participants must show a valid, government-issued photo ID. This includes a Notre Dame ID, state issued driver's license, U.S. and foreign government-issued passports, and/or U.S. military ID. The photo must be visible and discernible by the Intramural employee checking IDs. This helps to ensure player eligibility in accordance with the IMLeagues roster.

LOCATION:

All games will be played at North Dome.

FORFEITS/RESCHEDULES:

Game time is forfeit time! If a team does not have the minimum amount of players at game time, that team will forfeit. No reschedules will be permitted in this sport. If a team cannot make a game, they may call the Intramural Coordinator (574-631-3536) before 3:00pm the day of the game, or 3:00pm on Friday for weekend events, and request a default. A default results in a loss, but is not considered a forfeit. Defaults and forfeits result in a 2-0 win for your opponent.

SCHEDULE:

All schedules are posted online and it is the captain's responsibility to check for updates/changes.

INCLEMENT WEATHER:

No weather-related cancellations will occur before one hour prior to the scheduled game time. If a game is cancelled, the captain will be called and teams will be emailed via IMLeagues.

ROSTER ADDITIONS:

Players may be added to the roster at any point during the regular season. Players may not be added during playoffs. **For Interhall play, all additions must have a properly filled out Roster Addition Form that includes a rector's signature.** Roster additions must be completed on the IMLeagues website to be eligible for that evening's contest. In order to be eligible to participate in playoff contests, roster members must have checked-in for at least one regular season game/match.

INSURANCE WAIVERS:

Waivers are located on the IMLeagues website, and are completed as part of the team registration process. All players must fill out an insurance waiver, and appear on the IMLeagues roster, before playing intramural sports.

CHECK-IN:

It is the responsibility of each player to find the supervisor working and check-in with them before playing in any intramural activity. Failure to check in with the supervisor before participating in any intramural activity will result in a forfeiture of that contest, and may result in suspension from future intramural activities.

SPORTSMANSHIP:

Participants and fans must respect players and intramural staff and follow instructions given to them by the staff. Foul language, taunting, or any other unsportsmanlike behavior will not be tolerated. Any participant or fan yelling, gesturing, or any other act in a negative manner toward opposing teams, players, fans, or RecSports staff will receive a penalty. These penalties will be assessed to the fan or participants team. These penalties can include a technical foul, yellow card, unsportsmanlike conduct, or sport specific penalty. If committed by a fan, or coach, the captain of that team will be assessed the penalty. Any participant who receives a conduct penalty of this nature, must leave the field of play to fill out an Incident Report with RecSports staff.

ALCOHOL, TOBACCO & DRUGS:

Notre Dame Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events on or off campus. Furthermore, RecSports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as NDSP or member of The South Bend Police Department.

PROTESTS:

Only protests based on questions of player eligibility and rule interpretation/misapplication will be accepted. No protests on judgment calls will be reviewed. The protest must be filed at the time of the incident in question. Once play begins after the next live play, it cannot be protested.

SPORT RULES

Games will be governed by NFHS (high school) rules, with exceptions/modifications/highlights listed below.

A. BBGAME PLAY & SCORING:

MATCH FORMAT

1. The match will be best 2 of 3 sets, rally scoring. First two sets are played to 25, must win by 2, with a cap of 29. Third set, when necessary, is played to 15, win by 1.
2. Teams are allowed one 30-second time out each set.
3. The captain winning the coin toss will have choice of side or serve. If a third set is necessary, there will be a new coin toss.

COURT BOUNDARIES:

1. A ball touching any part of a boundary line is in.
2. A ball that contacts the ceiling or anything attached to the ceiling before or after directly crossing the net shall result in the attacking team losing the point.

INTRAMURAL SPORTS RULES // Indoor Volleyball

3. A ball that contacts the ceiling or obstacle attached to the ceiling on the attacking team's side of the net prior to the 3 touches may be played by the attacking team until they use all 3 touches.
4. A ball will be declared out when it:
 - Contacts the ground completely outside of the court boundary line.
 - Makes contact with either antennae or with the net completely outside of the antennae.
 - Does not pass entirely between the antennae.
 - Makes contact with any net support structure.
 - Makes contact with any wall or structure that is not part of the court or attached to the ceiling.
 - Contacts an official or other non-player.

B. PLAYERS

1. Line-Up & Substitutions
 - The game is played 6-on-6.
 - A minimum of 4 players are required to play.
2. CoRec Line-Up Rules
 - At least 2 men and 2 women required play.
 - When playing with 6 players: 3 women, 3 men.
 - When playing with 5 or less players: The difference between the number of men and women on the court cannot be greater than 1.
 - There are no positioning or multiple contact restrictions in coed games. Opposing teams' line-ups do not have to match.
 - All substitutions may be made into any position. All substitutes must make two service rotations before being re-substituted. A player may return to the floor after two service rotations as well. There is no limit to how many substitutes are allowed per game.

C. COURT BOUNDARIES:

1. A ball touching any part of a boundary line is in.
2. A ball that contacts the ceiling or anything attached to the ceiling before or after directly crossing the net shall result in the attacking team losing the point.
3. A ball that contacts the ceiling or obstacle attached to the ceiling on the attacking team's side of the net prior to the 3 touches may be played by the attacking team until they use all 3 touches.
4. A ball will be declared out when it:
 - i. Contacts the ground completely outside of the court boundary line.
 - ii. Makes contact with either antennae or with the net completely outside of the antennae.
 - iii. Does not pass entirely between the antennae.
 - iv. Makes contact with any net support structure.
 - v. Makes contact with any wall or structure that is not part of the court or attached to the ceiling.
 - vi. Contacts an official or other non-player.

D. YELLOW & RED CARDS:

1. If a player receives a yellow card, the serve and point will be awarded to the opposing team.
2. If a player receives a red card, that player will be ejected from the match and facility, and may be suspended a minimum of one week from all intramural participation, and the opposing team will be awarded the game.
3. If a team receives a total (or equivalent) of 3 yellow cards during a match, the match will be stopped, and the offended team will win by forfeit.

E. THE SERVE:

1. Blocking and spiking the serve are illegal.
2. A serve that contacts the net and continues over is a legal serve.

F. BACK ROW PLAYERS:

1. A back row player is allowed freedom in moving about the court but may not jump and attack the ball when the ball is completely above the net, from on or in front of the 10-foot line. A back-row player may never block the ball. When playing with a full line-up a team will have three back row players.

G. NET PLAY

1. A player may reach under the net as long as it does not interfere with an opponent's attempt to play the ball.
2. A player can reach over the net to block, as long as it does not interfere with an opponent's opportunity to play the ball, following their 3 given touches. A player may also reach over the net to complete a spike.
3. Players cannot make contact with the net – the only exception is players' hair.
4. A player may have his/her hand or foot touching the opponent's court as long as the following two criteria are met:
 - i. Some part of that hand or foot is also touching the midline, AND
 - ii. No other part of the body is touching the opponent's side of the court.

H. RULE CLARIFICATIONS:

1. Players are not permitted to scoop, hold, or throw the ball, and ball must not be allowed to visibly come to rest on any part of a player's body.
2. The ball must be returned over the net after the 3rd contact, unless the initial contact made was by an attempted block, in which case the ball must be returned over the net after the 4th contact.
3. A player cannot make successive contacts of the ball, unless the 1st contact made was an attempted block or successive contacts occur immediately following a hard driven ball.
4. Players may legally contact the ball with any part of their body.
5. There is no libero in intramural volleyball.
6. Snapping the basketball rim before, during, or following any game will result in a 5 point advantage given to the opponent for either that game or the next.

I. EQUIPMENT:

1. SHOES - All players must wear athletic, close-toe, closed-heel, non-marking shoes.
2. GAME BALL – RecSports will provide the game ball. Teams must provide practice balls.
3. NET HEIGHT – Net height will be 8' for men's; 7'8" for coed matches; 7'4" for women's.
4. Hard-brimmed hats and bandanas with knots are not allowed.
5. PENALTY FOR ILLEGAL EQUIPMENT: The serve and a point are awarded to the opponent.