

VOLLEYBALL RULES

National Federation of High School (NFHS) rules will be used with some in-house modifications.

RULE ONE: THE GAME, FIELD, PLAYERS

Section One: General Provisions

A. Eligibility

1. This activity will be conducted according to the eligibility rules set forth in the Intramural Sports Participant Guide.
2. All participants must sign in with the Sport Supervisor prior to participation in any Intramural Sports contest using their own Stetson ID card. We will not accept any other form of identification. No exceptions! Violators will be deemed ineligible to participate in all Intramurals Sports for a period of time no less than 60 days.
3. The participation by an ineligible player will subject the offending team to forfeiture of the contest and possible removal from the league.

B. Players

1. The game shall be played between two teams consisting of six (6) players each.
2. A team may begin a game with a minimum of four (4) players. A team does not need the minimum amount of players to finish a game, but the officials may declare a forfeit when scoring conditions warrant.
3. A team may have a maximum of 20 players on the roster. Players who have not participated may be removed from the team roster prior to the conclusion of the regular season.
4. The jurisdiction of the Sport Programs staff begins when a team or player enters the facility and ends when the team or player leaves the property. During this time, participants are expected to treat all Sport Programs staff, opponents, and Wellness and Recreation property with respect.
5. The use of alcohol and/or tobacco is strictly prohibited.

C. Sportsmanship Rating

1. The Intramural Sports program expects all participants to conduct themselves in a sportsmanlike manner.
2. In order to be eligible for the playoffs, a team must achieve a cumulative sportsmanship rating of at least 2.75 at the conclusion of the regular season. Additionally, a team must maintain at least a 2.75 sportsmanship rating throughout the playoffs.

A four (4) will be given for excellent conduct. Team was respectful and courteous towards the opposition and/or all Intramural Sports staff.

A three (3) will be given for a contest with moments of questionable activity. In this instance, teams may not always be respectful and courteous towards the opposition and/or all Intramural Sports staff. An Intramural Sports Official must give a warning during the contest for a 3 to be given.

A two (2) reflects a situation where a team explicitly displays actions that are deemed to be unsportsmanlike or unfitting of the game. The team has many moments of questionable activity and shows little respect and courtesy towards the opposition and/or all Intramural Sports staff. Forfeited games will result in the offending team gaining a 2 in sportsmanship for that contest. Teams given one (1) unsportsmanlike penalty/actions will receive a maximum of 2 in sportsmanship for that contest.

A one (1) reflects a team who had little to no control for the duration of the contest. The team constantly showcased questionable activity and showed no respect for the opposition and/or all Intramural Sports staff. The ejection of a player will result in that player's team gaining a maximum of 1 in sportsmanship for that contest. A team that's given two (2) unsportsmanlike penalties/actions will receive a maximum of 1 in sportsmanship for that contest.

A zero (0) reflects activity that is completely unacceptable for any participant. A team exhibited blatant actions of disrespect towards the opposition and/or all Intramural Sports staff. Teams that permit the participation of an ineligible player (for any reason) will receive a 0 in sportsmanship for that contest. A team with three unsportsmanlike penalties/actions will receive a 0

in sportsmanship for that contest. A game that ends in forfeit due to unsportsmanlike penalties will receive a 0 in sportsmanship for that contest.

A team representative will be required to sign the game sheet after the conclusion of a contest, confirming their sportsmanship rating and score for the given contest

Section Two: Court

- A. The playing area shall be 60 feet in length and 30 feet in width, divided into two equal sections.
- B. A ball that strikes the ceiling or other obstruction above the playing area remains in play, provided the ball makes contact on the side of the net that is occupied by the team that last played the ball and the ball is legally played next by that same team.

Section Three: Equipment

- A. Official Ball
 - 1. The official ball shall be a regulation, leather indoor volleyball.
- B. Players
 - 1. Players must wear athletic, non-marking shoes at all times.
 - a. Players who are caught wearing any other style of shoe will be asked to change immediately and will not be allowed to participate until proper shoes are worn.
 - 2. Players must remove all jewelry prior to participation, including (but not limited to) piercings, watches, necklaces, and bracelets.
 - 3. Protective equipment may be worn by any player at all times. However, it must be worn properly. Padding must cover splints, braces, and/or casts.
 - b. The Sport Programs staff may prohibit the use of any type of protective equipment that presents considerable risk to the safety of other players.
 - 4. The Sport Programs staff may prohibit the use of any equipment that may perceptibly affect the game, compromise the safety of participants or fans, or enhance a player's performance.
 - 5. Equipment that includes computers, electric components, or mechanical devices shall be declared illegal.

RULE TWO: TIMING, SCORING, SUBSTITUTES

Section One: Regulations

- A. Coin Toss
 - 1. The official shall instruct the visiting captain to give a "heads" or "tails" choice before the coin toss. The official will then toss and catch the coin in the presence of the opposing captains.
 - 2. The captain winning the toss shall have a choice of options for the 1st game. The options shall be:
 - a. To choose whether his/her team will start serving or receiving
 - b. To choose the half of the floor his/her team will play on.
 - c. The captain, not having the 1st choice of options for the game, shall exercise the remaining option.
 - 3. If a match requires a 3rd game, the coin flip should be repeated.
- B. Keeping Score
 - 1. A match is the best of three games. Teams will play until one team has won two (2) games.
 - 2. Each of the first two games will utilize rally scoring and be played to 25 (win by two). If the game continues past the 25 points, the first team to reach 30 should be declared the winner unless a team gains a two-point lead in that span.
 - 3. If a third game is needed to decide a winner, the game will be played straight to 15, with teams switching sides once 8 points is reached.
- C. Timeouts
 - 1. Each team is entitled to one (1) charged timeouts each match.
 - 2. A charged timeout that is granted shall be 60 seconds and can be shortened if both teams are ready for play.

Section Two: Substitutions

- A. Substitutes
 - 1. Prior to the start of each game in a match, teams will not announce their substitutes.

- a. If a team is playing short-handed, the player may step on to the court in the open spot (if gender ratio permits in CR).
 - b. Players arriving late to a match will not be permitted to play if a team has at least 6 players in a game.
2. In contests where substitutes are utilized the following rules must be followed.
 - a. Substitutes may only enter on a dead ball once beckoned by the upper referee.
 - b. Each team is entitled to 12 substitutions per game.
 - c. A player in the starting line-up may leave the set and re-enter, but only in his/her previous position in the line-up.
 - d. More than one substitute may enter the set in each position.
 - e. Once a substitute has entered for one position, they must continue to re-enter into that same position for the rest of the game.
 - f. In Co-Rec games, men must substitute for men, and women must substitute for women in order to maintain consistent gender ratios.
3. Penalties for any illegal substitutions are loss of serve and possible sportsmanship deductions. This includes a player who re-enters into the wrong position.

RULE THREE: POSITIONING

Section One: Player Positions

A. Positions

1. The positions, in order of rotation for service, are:
 - a. Right Back
 - b. Right Front
 - c. Center Front
 - d. Left Front
 - e. Left Back
 - f. Center Back

B. Service

1. At the time of the service, all players, excluding the server, should be within the team's playing half.
2. All players should remain in correct service order.
 - a. The Left players must be the players with a foot nearest the left boundary line.
 - b. The Front players must be the players with a foot nearest the division line.
 - c. The Right players must be the players with a foot nearest the right boundary line.
 - d. The Back players must be the players with a foot nearest the back boundary line.
3. After the ball is served, teams are free to move out of these positions.
4. When a team is awarded a service (on a point where the opposing team served), they shall rotate clockwise one (1) position.
5. Captains may request the opposing team's service order at any time during a dead ball period.

C. Illegal Positioning

1. Any violation for illegal alignment awards a side out to the opponent at the moment of a legal serve.
2. Any violation for an improper server awards a side out to the opponent as soon as the improper server is discovered and verified.
 - a. Any points gained by improper service should also be canceled.
 - b. Proper service order should be regained immediately.
3. Screening, whether done intentionally or unintentionally, is penalized by awarding a side out to the opponent at the moment of a legal serve.

RULE FOUR: GAMEPLAY

Section One: Service

A. Service Regulations

1. A serve is contact with the ball to initiate play. The server shall hit the ball with one (1) hand, fist, or arm while the ball is held or after it is released.
2. The server shall serve from within the serving area and shall not touch the end line or the floor outside the lines at the instant the ball is contacted for the serve. The server's body may be in the air over or beyond the back boundary line, provided the server left the floor from within the service area and contacted the ball before returning to the ground.

3. A team's service begins when a player assumes the Right Back position through clockwise rotation and ends when a side out is awarded to the receiving team.
4. The server is allowed one chance to let the ball hit the floor after tossing it for a serve.
5. A team continues service until:
 - a. They commit an infraction.
 - b. They lose a point.
 - c. The game ends.
6. The receiving team may not block a serve.
7. A service is illegal and the ball remains dead if the server:
 - a. Hits the ball illegally.
 - b. Is touching the end line or the floor outside the service area when the ball is contacted.
 - c. Is out of serving order.
 - d. Deliberately serves before the official's signal to serve.
 - e. Releases the ball for service and catches or drops it multiple times before a point is awarded.
8. A service is a fault and becomes dead when the ball:
 - a. Does not legally cross the net.
 - b. Crosses the net entirely outside the vertical tape markers or hits the net antennas.
 - c. Lands out of bounds.
 - d. Touches the ceiling or other obstruction.
9. If, on a serve attempt, a receiving player is out of position:
 - a. And the ball is served illegally, the serving team is penalized.
 - b. And a service fault occurs, the receiving team is penalized.

Section Two: During Play

A. Live Ball

1. A live ball is a ball legally in play, from the moment it is contacted by the server to the moment the ball becomes dead.

B. Dead Ball

1. A dead ball occurs when an official suspends live ball play and ends when the next service is legally made.
2. A live ball becomes dead when:
 - a. The ball does not pass entirely between the tapes.
 - b. The ball lands out of bounds.
 - c. The ball contacts an obstruction and is not legally played next by the offending team.
 - d. The ball becomes motionless in the net or on an obstruction.
 - e. The ball touches the floor.
 - f. The ball contacts a non-player in a playable area.
 - g. A player commits an infraction.
 - h. An official's whistle or timer's audio signal sounds.

C. Contact

1. A contact is any touch of the ball by a player.
2. A hit is a contact which is counted as one of the team's three (3) allowable plays before the ball must be returned to the opponent.
3. When a team's first contact is simultaneous contact by opponents, or an action to block, the next contact is considered the team's first hit.
4. A ball has crossed the net when:
 - a. It has passed completely beyond the vertical plane of the net.
 - b. It is partially over the net and is contacted by an opponent.
 - c. The ball is legally blocked.
5. Simultaneous contact is more than one contact of the ball made at the same instant
 - a. When one player contacts the ball with two or more parts of the body at the same instant, it is permitted and considered one (1) hit.

- b. When teammates contact the ball at the same instant, it is permitted and considered one (1) hit, and any player may make the next contact.
 - c. When opposing players contact the ball simultaneously, the player on the opposite side of the net from which the ball falls shall be considered the last contact.
- 6. Successive contact is only allowed if:
 - a. There exists simultaneous contact by teammates.
 - b. There exists simultaneous contact by opponents.
 - c. A player, who first contacts as a block, commits the next legal hit after the contacted block.
- D. Actions
 - 1. Front line players may contact the ball from any position inside or outside the court except while positioned completely across the center line extended.
 - 2. Back line players positioned behind the spiking line may contact the ball from any position inside or outside the court.
 - 3. Back line players shall not:
 - a. Participate in a block or attempt to block.
 - b. Spike the ball in front of the attack line (10 ft. line).
 - c. Play a ball while positioned completely across the center line or its out of bounds extension.
 - 4. A player may touch the floor across the out of bounds extension with one or both feet, provided a part of the foot remains on or above the center line. Contacting the floor across the center line extended with any other part of the body is illegal.
- E. Net Play
 - 1. A ball contacting and crossing the net shall remain in play provided contact is within or above the tape markers and entirely within the net antennas.
 - 2. Recovery of a ball that is hit into the net is permitted.
 - 3. A player shall not contact a ball which is completely on the opposing side of the net unless it is a legal block. This situation is permitted only if:
 - a. The attacking team has completed its three (3) allowable hits.
 - b. The attacking team has had the opportunity to spike the ball.
 - c. The attacking team has, in the official's judgment, made a decisive move to direct the ball to the opposing side of the net.
 - d. A ball is falling near the net and, in the official's judgment, no member of the attacking team could make a play on the ball.
 - 4. A net foul occurs when:
 - a. A player contacts any part of the net, aside from the ball forcing the net into a player.
 - b. A player gains an advantage by contacting the structure.
 - c. A player makes contact with a ball that the opponent has caused to pass partially under the net and the opponent is attempting to play it again.
- F. Replay
 - 1. A replay is the act of putting the ball in play without awarding a point or a side out and without a rotation of the service order.
 - 2. Replays shall be declared when:
 - a. An inadvertent whistle or timer audio signal.
 - b. A player unintentionally serves the ball prior to the official's signal.
 - c. There is a double foul during a live ball.
 - d. Play is interrupted because of unusual circumstances or injury.
- G. Out of Bounds
 - 1. A ball is out of bounds and becomes dead when it:
 - a. Touches a wall or objects on the floor outside the court without interfering with a player's legitimate effort to play the ball.
 - b. Touches the floor completely outside the boundary lines.
 - c. Touches the net structure completely outside the vertical tape markers, net supports, or official's platform.
 - d. Touches the ceiling or overhead obstruction beyond the vertical plane of the net extended.
 - e. Touches any non-playable area or other adjacent courts that are prepared for play.

RULE FIVE: PROTESTS

Section One: Protests

A. Types

1. Misinterpretation of a rule. The protest must be made before the next play or, on the last play of the match, before the officials leave the playing area.
2. Illegal player or players. The protest must be made while the players are still in the match and before the officials leave the playing area.
3. Ineligible player. The protest must be made within 24 hours of the end of the match. The Sport Programs staff will rule on the protest.

B. Procedures

1. Protests based on decisions involving accuracy of an official's judgment will not be considered.
1. Team captains must initiate protests. The Sport Programs staff on site, including officials and supervisors will determine the next action to take place.