General information regarding policies and procedures can be obtained in the Club Sport and Intramural Office, located in the Lombardi Center or online at fordham.edu/info/24488/intramurals.

COVID SAFETY: Although we hope to make a full return to normal activities soon, it is possible that some COVID-19 safety guidelines will continue to exist in our program depending on the conditions that are prevalent at the time our activities are conducted. If necessary, all participants will be expected to follow all COVID-19 safety guidelines set forth by Fordham University, the local Health Department and our program. Any specific COVID-19 safety rules and/or activity modifications will be shared with all participants prior to the start of each activity and will be included in the Intramural Sports COVID-19 rules document that is available on IM Leagues. Rules/modifications may include but are not limited to: a requirement for the use of masks; social distancing/a restriction of contact/close-contact activities; a restriction on group celebrations; any other activity modifications as are deemed necessary.

By registering for any intramural activity, participants agree to familiarize themselves and cooperate with any guidelines that are in place at the time of the activity. Intentional and/or repetitive violations of COVID-19 safety rules will result in removal from intramural activities and a referral of the offending individual to the Dean of Students.

REGISTRATION: Due to limited facility access and time slots, some leagues will have capped team registration. This is done to ensure the Intramural Sports department has enough time slots to give every team one game per week. Organizational meetings will be offered on September 19, September 26, October 3, and October 11 at 4pm through Zoom. Teams who are registered but fail to attend two consecutive organizational meetings will be moved to the waitlist. Teams on the waitlist should plan on attending organizational meetings, as they will be moved to the league from the waitlist should a team drop out during the period when organizational meetings are held. Teams who are still in the waitlist when the organizational meeting period is over will be removed from IM Leagues. To be approved for scheduling, teams must:

1. Have a team registered on IM Leagues.

2. Have at least one member of your team in attendance at an Organizational Meeting for the 6v6 Volleyball League. Organizational meetings will be conducted virtually on September 19, September 26, October 3, and October 11 at 4:00pm. All virtual meetings will be conducted in the Intramural and Club Sport Managers Zoom room. The address for the room is:

https://fordham.zoom.us/my/sdalessandro

Any listed member of the roster may attend this meeting; although strongly recommended, the official team captain does not have to be the person in attendance. This meeting will last approximately 30 minutes.
3. Complete the Captain’s Quiz through IM Leagues by the end of the day Wednesday. Teams who complete the quiz after Wednesday will be approved for the following week’s schedule. Teams must get at least 16 out of 20 questions correct.

4. Have the minimum number of players (6) accepted onto your roster by Wednesday. Teams who do not have the minimum number of players accepted onto their roster will not be moved from the waitlist until they have the minimum number of players on their roster.

The league will begin on Monday, October 11th and conclude on Thursday, November 17. Playoffs will begin on Monday, November 28 and will conclude by Thursday, December 9.

Teams will be held on the waitlist until they attend the Organizational Meeting, pass the Captain’s Quiz and have the minimum number of players accepted onto their roster.

The 6v6 Volleyball league may limit the number of teams that can register depending on facility availability to ensure all teams are assigned one game per week.

ON-SITE CHECK-IN PROCEDURES: All participants are required to check in with the Intramural Sports Scorekeeper upon arrival to the facility and before entering the playing area. Participants must show their Fordham ID.

LOCATION: All games for this league will be played on the Field House. Check the schedule carefully to see which court your game is scheduled on.

COMPETITION: Competition in this league will be offered as an open division. There are no rule modifications or gender rules for the open division compared to the rules for teams that compete in the men’s or women’s division. There will be a competitive division offered for this league for teams that have highly skilled, highly competitive participants. The league will place emphasis on the competitive aspect of sport for those participants who have competed in the sport in an advanced skill level. The Intramural and Club Sport Manager reserves the right to move teams from the recreational division to the competitive division.

ROSTER: A minimum of 6 and a maximum of 12 players will be allowed on the roster. Individuals may not participate on a competitive and recreational division team. Members of the varsity volleyball team are ineligible to participate in this league. The Drop/Add deadline for this league will be the last day of the regular season. Team captains will be notified of the final date for drop/add at least one week in advance of the end of the regular season.

ONE-NIGHT WAIVERS: Team captains can elect to add any eligible Fordham University student, faculty or staff member to their team immediately prior to the start of any league game, regardless of their roster status with the team or any other team in the league. Team captains must work with the individual to complete the waiver request form and the individual must complete the aforementioned on-site check-in procedures before participating. The following restrictions apply:

- Only one One-Night Waiver may be used by a team per game.
- Each individual may only participate on one additional team per night of competition. For example, an individual may not be a One-Night Waiver for two separate basketball teams on the same night.
One-Night waivers do not affect the roster status of the individual. Captains who wish to make changes to their rosters must still do so using the regular drop/add procedure.

A One-Night Waiver may only be utilized if it does not cause the team to exceed the maximum roster size present at the game. For example, if a basketball team has 10 players on their roster but only 8 attend, they can use a One-Night Waiver. However, if that same team has all 10 players attend their game, they cannot use the One-Night Waiver.

All One-Night Waiver forms must be completed prior to the start of the game.

Once a game has started, all late players may only sign in if the maximum number of players allowed on the roster has not been reached. For example, if a team has 10 players on their roster but only 9 show up, they use a One-Night Waiver to give them 10 total players for the game. If the 10th player on the roster shows up late, after the One-Night Waiver has been completed, they cannot sign in.

All One-Night Waivers must be in compliance with all existing eligibility restrictions.

Teams may only use a One-Night Waiver during the designated add/drop period. Once that period has concluded, teams are no longer eligible to use One-Night Waivers and will be locked into whomever is on the IM Leagues roster.

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**EQUIPMENT**: All equipment will be provided by the Intramural Sports department. Participants are responsible for personal equipment.

**AWARDS**: Championship T-shirts will be provided for the overall winners of each division within the league.

**UNIFORMS**: There is no uniform policy for this league.

**SCHEDULES**: Games in this league will only be played Sunday through Tuesday, and Thursday evenings. The schedule will consist of approximately 5-6 weeks of round-robin play, followed by a single-elimination tournament for qualifying teams. Teams will only be officially scheduled to play in one game per week. If teams wish to participate in additional games, there will be an email sent out to all captains whenever there is an open game on the schedule.

Schedules are posted on Fridays by 2:00 p.m. on the IM Leagues website. IM Leagues also offers all participants the opportunity to receive push notification reminders for all upcoming games. Preferences for reminders can be adjusted in IM Leagues settings. In the event of technical difficulties or system breakdowns, it is still solely the responsibility of the participants to find out when they are scheduled to compete.

**AVAILABILITY**: Captains must make their teams available for a minimum of 9 out of the 18 times that games are played each week. Captains may manage and update their team’s availability each week through IM Leagues. All changes to team availability done by Wednesday at 11:59 p.m. will be honored in the next weekly schedule. Changes made after that time will not be accommodated until the following week’s schedule is released.

**PLAYOFFS**: Standings are determined by total points, then total point differential, then sportsmanship rating, then head-to-head results. 3 points are earned for a win, 3 points are earned for a forfeit win, 1 point is awarded to both teams for a tie and teams are deducted 3 points for a forfeit loss. Additionally, teams must maintain at least a 2.5 overall sportsmanship rating average during the regular season (see below) in order to be eligible for playoffs.
Specifics regarding playoff qualification will be discussed at the organizational meeting, are subject to change, and are at the discretion of the Intramural and Club Sport Manager.

**INJURIES/ASSUMPTION OF RISK:** Inherent risks are associated with every recreational activity. Participants assume these risks when they agree to participate. All participants are strongly advised to secure health insurance coverage and to visit their physician for a physical examination prior to registration or participation.

Individuals who are suspected of sustaining a head injury/concussion will be removed from the contest and may not return to participation in any intramural sports activity until cleared by Student Health Services or a physician.

**COVID-19 AND PARTICIPATION IN INTRAMURAL SPORTS:** Serious cardiovascular complications may result from a return to physical activity following a positive diagnosis of COVID-19. Health care professionals have recommended that anyone who has either tested positive for COVID-19 in the past 6 months or who tests positive and intends to return to physical activity within the next 6 months gets evaluated for potential cardiac complications by an approved medical provider before returning to physical activity. Intramural Sports strongly advises that all participants adhere to this recommendation prior to returning to any physical activity, including intramural sports participation.

**SPORTSMANSHIP RATING SYSTEM:** At the conclusion of each contest, the intramural sports staff will assign a score to each team based on the behavior, actions, and attitudes exhibited during the course of play. In all cases, Intramural Sports Managers and the Intramural Sports staff may provide input which could raise or lower an assigned rating. Teams may also view their sportsmanship ratings in the league standings on IM Leagues.

Behavior before, during, and after an intramural contest will be factored into each team’s rating. It is the responsibility of the team captain to inform his/her teammates and spectators about the rating system. Ratings will be given in whole numbers on a scale of 0-4. **Teams must maintain a minimum 2.5 rating in order to qualify for post-season competition.** Teams must also maintain this rating during playoffs in order to advance. Teams will be provided more information on sportsmanship ratings during the Organizational Meeting and the information can be found in the Intramural handbook on IM Leagues.

**FORFEITS AND CANCELLATIONS:** Cancellations and forfeits are each assigned negative point values – cancellations count as -1 and forfeits count as -2. Any combination of forfeits/cancellations that amounts to a score of -3 will result in that teams’ removal from all future game schedules. Please note: teams that reach a score of -3 will not be assigned any new games, but they are still expected to play any remaining scheduled games unless they specifically request to cancel those games.

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Rescheduling is not allowed. If teams wish to cancel a scheduled game, they must email the Intramural and Club Sport Manager by 5pm the day before their scheduled game. For Sunday games, the email must be sent by 5pm on Thursday. The cancellation will be counted as -1 against the team and no fine will be issued. Forfeits count as wins/losses in the official league standings. However, games in which one team is issued a forfeit but a replacement team is scheduled to avoid a total cancellation of the contest will not result in an automatic extra win being given to the opponent of the forfeiting team.

**JEWELRY:** Across all Intramural Sports, jewelry is completely prohibited. This includes, but is not limited to, earrings, bracelets, watches, wearable fitness trackers, necklaces, billed hats, and rings. Wearing jewelry while participating in Intramural Sports is a safety concern, as participants may get caught in other participants jewelry or worse. The Intramural Sports staff will kindly ask for all jewelry to be removed, including any jewelry with religious or sentimental purposes. Medical jewelry is allowed, but must be taped down and the Intramural Sports staff will not provide tape.

**LATE-ARRIVALS:** Participants are respectfully asked to make every effort to attend scheduled games, and to show up to the facility at least 5 minutes prior to the scheduled game time. The Intramural Sports staff on duty will have discretion on whether to allow/disallow teams who show up late from playing the match. Games will not be started late if more than 5 minutes has passed since the originally scheduled game time, or if, in the opinion of the event manager, the late start would cause a delay in the start of the next game/would exceed the end time of the facility reservation.

Forfeited/canceled games will NOT be rescheduled and forfeited games will count as wins/losses in the standings in accordance with the aforementioned rules regarding forfeits. Game clocks may be started at the discretion of the event manager on duty and time will not be added to the clock. Additionally, if the minimum number of players required to begin a game are present, the game is required to start. Teams may not elect to further delay the start of a game in order to wait for additional players.

Fordham University Intramural Sports 6 on 6 Volleyball Rules

Rule 1 – The Game
a) Before beginning the first game, the referee shall toss a coin for the two captains. The winner of the toss may choose to take either the first service during the game, or the choice of courts. The loser of the flip then takes whatever choice is remaining. At the beginning of the second game, the team that received first in the previous game shall have first serve in the following game. Before the third game, the officials shall conduct another coin flip with the same options available as at the beginning of the match.

b) A match shall consist of the first team to win two games.
c) At the end of each game of the same match, teams shall change courts.
d) SERVICE:
   i. The order in which teams are to serve shall be called the serving order.
   ii. Players must be in the correct serving order when the ball is served.
   iii. A server shall continue to serve until their team commits a fault.
   iv. If the serving team wins the rally it scores a point and continues to serve. If the receiving team wins the rally, it scores the point and gains the serve.
   v. Each time a team gains the serve it must rotate one position clockwise before serving. Failure to do so will result in side out if done intentionally.
   vi. A server shall hit the ball with one hand, fist, or arm.
   vii. A match shall include a let serve.
e) POINT FOR:
   i. Serve illegally.
   ii. Failure to return the ball legally to opponents' court.
   iii. Catch the ball.
   iv. Hold the ball (scooping, lifting, and shoving shall be considered holding).
   v. Strike the ball more than once in succession.
   vi. Be the fourth player to play the ball (except when there has been a simultaneous hit.)
   vii. Touch the net with any part of the body at any time except when the ball is dead.
   viii. Reach under the net and touch the ball or a player of the opposing team when the ball is in play on that side, or interfere with the play of the opposing team by entering the opponent's court, or touching the floor on the opposite side of the center line when the ball is in play. A centerline foot fault shall be called when a player's whole foot or hand crosses the plane of the centerline.
   ix. Make an illegal substitution.
   x. Persistently delay the game.
   xi. Leave the court without permission from the referee except to retrieve the ball.
   xii. Strike the ball while supported by any player or object.
   xiii. Throw the ball.
   xiv. Hold or push the ball against the net.
   xv. Block or attack a served ball.
   xvi. Bat the ball against ceiling, any object, or surface within the boundary line.

EXCEPTION: If Team A causes the ball to hit the ceiling or any object above their playing court and the ball comes down on their side of the net they may continue to play the ball, provided it was a legal hit and not the third hit which caused the ball to strike the ceiling or object.
Rule 2 - Substitutes

a) Substitutions shall be made only during a dead ball and without delay.

b) Before each game the referee will request of the captain which substitution manner will be used. Substitutions must be made in the following way:

   i. Substitute players may rotate into the center back position. This procedure, if used, must be used throughout the game with the exception of one-for-one being allowed in case of an injured/ill player. Once the injured/ill player has been replaced in a one-for-one manner, he/she may not return in that game.

   ii. Substitution may be made in a one-for-one manner under the following conditions.

      1. Each team is permitted only one request for substitution during the same dead ball. Other requests by the same team will be denied. Teams may enter more than one substitute during the same dead ball but only one request may be made.

      2. The substitute should report his/her number and the number of the player being replaced to the umpire.

      3. Once the official has recognized the substitute, each substitute shall move immediately into the game. Delaying substitution is illegal, and will result in a point for the opposing team.

      4. The position of the substitute shall be that of the player replaced without changing the serving order as recorded on the score sheet.

      5. Once a player has been replaced in a game that player may only re-enter for the player that replaced him/her except for abnormal substitution situations (Rule 2g).

      6. A player is limited to 3 entries during a game except for abnormal substitution situations. Starting the game counts as an entry.

      7. When no legal substitutes are available, an abnormal substitution is permitted only for an injured/ill player who has played in another position but has less than 3 entries. If such a player is not available, a player who has been in the game 3 times may substitute. An injured/ill player replaced by an abnormal substitution may not re-enter the game in which the abnormal substitution takes place.

      8. If the one-for-one procedure is being used, this substitution procedure must be used throughout the entire game.

c) TIME OUTS:

   a. Each team is allowed one time out per game.

   b. A time out may be requested by the coach or team captain at any time the ball is dead. It shall not exceed one minute.

   c. A time out may not be granted to the same team more than once during each game.

   d. The game shall be resumed after a time-out when the team calling the timeout is ready to play, including situations where less than 60 seconds are used.
e. The rest period between games of a match shall be a maximum of two (2) minutes.

d) GENERAL:
   a. A player may contact the ball with any part of the body.
   b. A player may go out-of-bounds to play a ball, but not beyond the centerline extended. If a player plays a ball that would have been out-of-bounds, it is considered good. A player may not enter a non-playable area to play the ball (i.e. bleachers or another court.)
   c. A foot fault occurs when the server steps on or over the line bounding the serving area during the act of serving. Part or all of server's body may be in the air over the lines.
   d. A double foul shall be called when players on opposing teams commit a rules infraction at the same instant. In case of a double foul, the point shall be replayed.
   e. Blocking a ball, which is entirely on the opponent's side of the net, is permitted when the opposing team has had an opportunity to complete their attack. The attack is considered complete when:
      i. The attacking team has had the opportunity to spike the ball or, in the official's judgment, intentionally directs the ball into the opponent's court.
      ii. The attacking team has completed their 3 allowable hits.
      iii. The ball is falling near the net and, in the official's judgment, no member of the attacking team could reasonably make a play on the ball.
   f. If a ball is driven into the net with such force it causes the net to contact a player on the opposing team, no foul shall be called, and the ball shall continue to be in play.
   g. If the ball is contacted by two players simultaneously, it counts as one hit and either player may make the next hit.
   h. If two or more players from opposing teams hit the ball simultaneously, it shall NOT count as one of the three hits.
   i. A ball touching a boundary line is good.
   j. There is a spiking line 10 feet back from the net. A back row player may spike from behind this line.
   k. If only one player is attempting to block and in doing so contacts the ball, he/she is permitted to contact it a second time.
   l. Interchange of positions during play is legal. However, in the men's and women's games, it is illegal if a back line player goes in front of the 10 foot spiking line to block or attempt to block.
   m. A back line player may not return a ball which is completely above the top of the net while positioned on or in front of the spiking line (or its out of bounds extension).
   n. Reaching over the net is permitted during:
      i. A fake hit.
      ii. The follow-through on a hit made on the player's own side.
      iii. An attempt to hit.
      iv. A block or attempt to block.
   o. Multiple contacts of the ball are touches by a player during one play of the ball and are permitted:
i. When a ball rebounds from one part of a player's body to another in one attempt to save a hard driven spike not already touched by a teammate, it is a legal multiple contact and considered one hit.

ii. When a ball rebounds from one part of a player's body to another in one attempt to block, it is a legal multiple contact and the team's next play is considered its first hit.

p. Screening is an act, intentional or unintentional, which obstructs the opponent's view of the server or the flight of the ball from the server.

i. A single player is screening if:
   1. His/her arms are held clearly above the head fully extended and the player is standing upright and the ball passes directly over the player;
   2. The player is making distracting movements such as waving the arms or jumping;
   3. The player deliberately alters his/her position to move in front of an opponent after the referee has signaled for the serve.

ii. A grouping of players is screening if the ball passes directly over a member of the group who is in an upright position with arms clearly fully extended overhead.

iii. The penalty for screening is an awarded side out to the opponent.

q. Unsportsmanlike conduct includes actions which are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect or vulgarity and includes taunting. It includes:

i. Disconcerting acts or words;

ii. Derogatory remarks to officials or opponents;

iii. Questioning or trying to influence officials' decisions;

iv. Showing disgust with officials' decisions;

v. Using insulting gestures or baiting/taunting an opponent;

vi. Spitting other than into the proper receptacle.

r. Unsportsmanlike Conduct Violations.

i. Warning: For a first minor offense, a yellow card is administered by the referee at the first dead ball. The warning shall be recorded on the score sheet. No penalty is assessed.

ii. Penalty: For a second minor offense by a team or for a single serious offense a red card is administered at the first dead ball. A point/side-out is awarded the opponent, and the penalty is recorded on the score sheet.

iii. Disqualification: For a second minor offense by same player or a single serious offense a red card is administered at the first dead ball, a point/side-out is awarded the opponent, the player is ejected and the penalty recorded on the scorecard.

iv. Forfeit: If a disqualified individual violates the conduct rule following ejection, the offender's team shall forfeit the match.

Note: All cards carry over from game to game throughout the match. Ejected players are ineligible for the entire match.

s. Misconduct by those members on the bench when officials cannot determine specific offender(s): warning/penalty is issued to team manager or captain.

t. If an intramural participant is ejected from any intramural contest, they are immediately ineligible for further competition, in any facility or intramural
activity, until they are cleared by the Intramural and Club Sport Manager. It is the participant's responsibility to schedule an appointment with the Intramural and Club Sport Manager to review his/her behavior and subsequent eligibility to continue in the Intramural Sports Program or any Campus Recreation program or facility. In addition, any unsportsmanlike conduct by a player or fans may cause their team to be disqualified.

u. Participants should be aware that there is a risk of injury in participation of intramural sports due to the inherent nature of the activity. Individuals are encouraged to have a physical examination and to obtain adequate health and accident insurance prior to participation. Individuals participate in intramural activities at their own risk!