Drexel Intramurals

6v6 Indoor Volleyball League Rules

Adhere to NIRSA Rules as needed.

1) Players

a) **Players will not be permitted to play without presenting their DragonCard or digital Drexel ID.**

b) Teams may start a match with a minimum of 4 players and a maximum of 6 players. Rosters can hold up to 12 players. Any concerns about your roster can be discussed with the Intramural Coordinator in person or via email (zaa28@drexel.edu).

   i) If a team only has 4 or 5 players, the opponent may choose to play down to 4 or 5 players or play with a player advantage.

   ii) **Co-Rec ONLY** – There must be at least 2 of each gender on the court for each team at all times.

c) Teams may end a match with a minimum of 3 players because of an emergency or injury.

   i) Ejections resulting in a team with 3 players remaining will result in forfeiture of match.

d) Only those persons on a team roster, signed in to play and in athletic clothing for that match are permitted in the team bench area. Team area refers to the 2 sides on either side of the scorer's table.

e) If a team knows ahead of time that they will not be able to field a team with the minimum player requirement, they have the option to default the match. **Defaults must be submitted by 4:00 PM the day of your game (4:00 PM on Friday for Defaults of weekend games).** Teams can default their match by communicating with the Intramural Office by:

   i) Going to the Rec Suite (Rec Center room 112) and declaring Default to the appropriate staff member and showing a valid DragonCard.

   ii) Email the Intramural Sports Office (intramuralsports@drexel.edu) stating intent to default, specifying your team, and the league and division the team is in. Emails must be sent from a valid Drexel Email.

   iii) Call in to the Intramural Sports Office (215-895-2676) and state intent to default, including your team name, and the league and division the team is in. Please include when your match takes place and who your opponent is.

2) Equipment

a) IM Staff will set up the court prior to matches.

b) Net height will be as follows:

   i) Men’s/IFC League - 7’11 ¾”

   ii) Co-Rec/Women’s/Open League - 7’8”

c) Standard volleyballs will be provided by IM Staff.
i) If teams agree on a game ball other than what’s provided by DUIM, it may be used, provided it is the appropriate size.
d) No hats or jewelry permitted unless worn for religious or medical purposes.
e) Participants will not be permitted to play if they are not wearing appropriate non-marking footwear.

3) Timing
   a) Matches will be on a 37-minute timer. If time expires before the last game ends, the team winning at the time of expiration will be considered the winner of that game.
      i) If a volley is ongoing when the clock expires, the result of the volley will count.
b) Game time is start time. If both teams fail to report to IM staff by game time, each team will be charged with a forfeit. Forfeits are automatically given a 1 for sportsmanship.
c) Captain’s Choice – If only one team is ready to start the game at game time, the game clock will start to run at game time and the captain will have a choice to accept an automatic win by forfeit or wait 10 minutes for the opponents to show up.
   i) If the captain chooses to wait, the present team will receive 1 point per minute waited. If the other team does not arrive after 10 minutes past game time, the game will be declared a forfeit and the accumulated score will be final.
      (1) EX: A late-arriving team that arrives at 7:07 for their Volleyball game will start their first game down 7-0.
      (2) EX: If the visiting team does not arrive for their game at all, the final score for the match will be reported as a 3-0 and the winning team will receive a 5 for sportsmanship.
d) Each team is allowed 1 timeout per game. Timeouts are not carried over between sets.
e) Timeouts may only be called in between action.

4) Gameplay
   a) Scoring
      i) Matches are decided in a best 2-out-of-3 format.
      ii) A coin toss (or equivalent) will determine first service and team sides.
      iii) The first two games will go up to 25 points. If a third game is necessary, it will go up to 15 points.
         (1) Games must be decided by 2 or more points or
            (a) first to 30 in the first two games, and
            (b) first to 21 in the third game.
      iv) Games are scored in a rally scoring format. A point will be won on each serve.
   b) Serving
      i) Server may serve from anywhere behind the end line. Both feet must start behind the end line. Serve may be overhand or underhand.
      ii) If serve does not cross the net inbounds, the opponent will be rewarded point and serve.
(1) Play remains live if it hits the net and goes over on the serve.

iii) Players may not block a serve.

iv) The ball must pass completely between the antennas without hitting them to be legal.

c) Violations

i) Teams will be called for a violation and the opponent will be rewarded a point for the following:

1) Net Interference
2) Crossing the Centerline
3) Illegal Rotation
4) Back Line Attack
5) Fourth Team Touch
6) Illegal Touching
   (a) Carry
   (b) Use of Feet
   (c) Double Touch

d) Gameplay

i) Players must hit the ball. They are not permitted to scoop, hold or carry the ball.

ii) If a ball touches any part of a boundary line, it shall be ruled inbounds.

iii) A ball hit into the net by a team may still be kept in play, provided that no one touches the net, it is not the fourth team contact and a player does not touch the ball twice in a row.

iv) A player may run out of bounds to play a ball as long as the ball hasn’t completely crossed the plane of the net.

v) Blocks are not considered one of the team’s three legal hits. It is legal for a player to block a spike and then immediately hit the ball again for the team’s first contact.

(1) Block - A ball struck above the height of the net on the team’s first contact.

vi) Balls that go on to an adjacent court or that contact the walls, baskets or dividers are out of play.

vii) Balls that hit the ceiling or other overhead obstructions are still considered in play if the ball lands on the same side of the net and is not a team’s fourth touch.

viii) It is illegal to reach over the net to block or spike at a set attempt.

ix) The player is not allowed to make contact with the ball beyond the net until the opponent has made an attack hit.

x) Players must start in the correct positions prior to service. Switching playing positions is permissible once the server has hit the ball.

(1) Back line players that have switched to the front during play may not spike or block a ball – Illegal Back Line Attack

xi) Rotations after points must be clockwise.

e) Substitutions

i) Substitutions may only occur during dead-ball situations.

ii) Subs must notify and be called in by the officials before entering the game.
f) Other
   i) Supervisors may be called upon by the official for a rule interpretation.
   ii) Only supervisors have the power to declare a forfeit due to the spirit of play.
   iii) Only team captains are allowed to discuss a call with the game officials. Discussions must be respectful.

5) Playoffs
   a) Forfeiting 2 games will result in your team being removed from the league and ineligible for playoffs.
   b) Teams averaging less than a 3 during regular season will be ineligible for playoffs.
   c) Players must participate in a minimum of 1 regular season scheduled game in order to play in the playoffs.

6) Sportsmanship
   a) At the end of each game, the Intramural Staff will give a sportsmanship rating for each team based on their attitude and behavior towards opposing teams and officials.
   i) Teams must average a 3.0 Sportsmanship Rating to be eligible for playoffs.
   ii) Teams must maintain a 3.0 rating to advance to the next round of playoffs.
   iii) Ratings:
       (1) 5 (Outstanding Sportsmanship & Conduct) – All players cooperate fully with staff and the opposing team throughout the course of competition. Players go “out of their way” to be courteous and sportsmanlike. The captain respectfully converses with staff when needed and has full control of his/her team.
       (2) 4 (Good Sportsmanship and Conduct) – Team members are in control throughout the contest. Sportsmanship and actions of team members are at acceptable levels. Team does not show any aggressive dissent towards staff or opposing team. No sportsmanship related disciplinary action is taken against any team member.
       (3) 3 (Average Sportsmanship & Conduct) – Minor dissent towards staff and/or opponents that may or may not result in a technical foul. Teams that receive a sportsmanship-related technical foul will earn no higher than a “3” rating for that contest. Teams with an ineligible participant (registrar ineligibility will be handled on a case-by-case basis) will receive no higher than a “3”.
       (4) 2 (Below Average Sportsmanship & Conduct) – Team members continually exhibit dissent towards staff and/or opponents (“trash-talking”) either on or off the playing field/court and/or sidelines. The team captain shows little control over the actions of his/her teammates or him/herself. Teams that receive multiple sportsmanship-related technical fouls or a flagrant foul (or 2 or more technical
fouls that result in an ejection) would earn no higher than a “2” rating for that contest.

(5) 1 (Poor Sportsmanship & Conduct) – The team is completely uncooperative, out of control or shows no respect for staff and/or opponents. The team captain shows no control over the actions of his/her teammates or him/herself. Any team that has multiple ejections will earn no higher than a “1” rating for that contest and may face disqualification for the remainder of the season.

iv) Ratings of 2 or 1 may be subject to a meeting with the Intramural Coordinator without approval to play beforehand. This meeting is mandatory during playoffs.

b) All individuals participating in intramural sports are subject to the Drexel University Office of Student Conduct and Community Standards handbook. Issues of harassment, violence, disorderly conduct, or detrimental behavior will be reported and handled according to university protocol.