

Please refer to the Participant Handbook for comprehensive eligibility guidelines, policies, and procedures. The following rules provided by Purdue Intramural Sports are not meant to be all encompassing. These rules last updated: Spring 2024

Water Volleyball

Section 1: Tournament Format

- Overview
 - The tournament will be a champions of champions tournament.
 - Teams should register in the division of the day they wish to play their first few rounds. Champions of each day will play in a champions tournament on a later date.
 - The winner of each single elimination tournament will move on to a champions' tournament.
 - Participants will be able to choose which day of the week and what time they play their tournament games via IMLeagues.
- Playoff Format
 - Once a winner is decided from each tournament, a "champions" tournament will be played to determine the overall intramural champion.
- Rosters
 - Teams will be allowed to add additional players to their rosters during the tournament and through the end of the semi-final game.
 - Teams will be allowed a maximum of 20 players.
- Location
 - Games will be played in the vortex in the CREC Recreation Pool.
 - Teams will have a designated court assignment.
 - This assignment can be found online through an individual's IMLeagues account.
 - Please contact the Intramural Supervisor if you need assistance locating your playing location.
- Supervision
 - When no officials are present, teams are responsible for making their own calls.
 - Any disagreements should be settled by each of the team captains.
 - If a decision is not agreed upon, a replay of the point is recommended.
 - Please seek assistance from the Intramural Supervisor should there be any issues.
 - An Intramural Supervisor will provide oversight and aid with operations of the sport.
 - Please alert the Intramural Supervisor if assistance is needed.
 - ALL PARTICIPANTS MUST PRESENT THEIR PHYSICAL OR VIRTUAL ID IN ORDER TO PARTICIPATE.
 - GAME TIME IS FORFEIT TIME!
 - All participants must be signed in and "ready to play" with the minimum number of players to avoid a forfeit.
 - All participants must be registered and on the appropriate team roster in IM Leagues in order to check-in with the Intramural Supervisor.
 - "Ready to play" includes having the proper game equipment and being at the field ready to begin at the scheduled time.
- Alcohol and Drugs
 - The Recreation & Wellness Facility Policy clearly states that:
 - Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in Recreation & Wellness facilities.
 - Use of the facilities under the influence of alcohol or drugs is also prohibited.
 - The Intramural Sports Staff will strictly enforce these policies.

Section 2: The Game

- Brief Overview
 - Teams are allowed a maximum of three (3) hits per rally; the ball must cross over the net after the third hit.
 - Spiking is permitted.
 - Any ball landing in the water of the vortex is considered in bounds.
- The Court
 - The playing court will be the entirety of the vortex area.
 - Players must serve at any spot along the back wall.
 - The wall/ledge will serve as out of bounds all the way around the court.
- Beginning Play
 - The Intramural Supervisor will assist teams with court assignments.
 - Captains' Meeting
 - Prior to the start of play, each team's captain will be required to meet with the Intramural Supervisor.
 - Follow the Intramural Supervisor's instructions and ask any desired rule clarifications at this meeting.
 - Coin Toss
 - Either a coin toss or even/odds game will determine the first choice.
 - The visiting team captain will be designated to make the call.
 - The captain winning the toss/game shall choose one of the following options:
 - Choose to serve or receive first.
 - If this option is chosen, the remaining captain will choose which side of the net they will begin play on.
 - Choose which side of the net to begin play on.
 - If this option is chosen, the remaining captain will choose between serving or receiving first.
 - Upon completion of the toss/game, each team will assume their respective sides and play will begin.

Section 3: Equipment

- Equipment Provided
 - Recreation Pool water volleyballs will be provided.
- Illegal and Required Equipment
 - Swimming suits are required, no gym or running shorts.
 - No eyeglasses are permitted in the pool.
 - No jewelry, hats, or anything that would be considered potentially harmful to other participants may be worn.
 - No hard and unyielding items including guards, casts, braces, etc. on the hand, wrist, forearm, and elbow, upper arm, or shoulder.

Section 4: Players

- Team Composition
 - An official team shall consist of four (4) players on the court.
 - Teams are permitted a maximum of 20 players on their roster.
 - *(Co-Rec Modification) Teams with four (4) players may play with two (2) females and two (2) males, three (3) males and one (1) female, or vice versa.*
- Minimum Team Requirements
 - Games must be started with a minimum of two (2) players.
 - *(Co-Rec Modification) Teams must meet the following requirements:*
 - *If there are only three (3) players, a team may play with two (2) males and one (1) female or vice versa.*
 - *If there are only two (2) players, a team must play with one (1) male and one (1) female.*
 - Once the game has started, it may not be continued with fewer than the minimum number of eligible players on either team.
 - The game shall be terminated, and a default (results in a loss) shall be declared if a team has fewer than the minimum number of eligible players due to any reason, including, but not limited to:
 - a player being required to complete documentation due to misconduct.

- an injured player being attended to or no longer able to continue.
- Rotations
 - Each time a team wins the serve, the team must rotate one position clockwise before serving.
 - Once a rotation order has been established for that set, it should not be altered – aside from substitutions – for the duration of that set.
- Substitutions
 - Teams may substitute only during dead ball situations.
 - An unlimited number of substitutions may be made throughout the match.
 - The substituted player must enter the same spot as the player leaving the rotation.
 - Players may not substitute to gain an advantage when serving. Serving should be equally distributed among team members.
 - Players arriving late must first sign in with the Intramural Supervisor before entering play.

Section 5: Timing

- Time Limit
 - There will be a 25-minute time limit per game.
 - The clock will not stop and will be managed by the Intramural Supervisor.
 - If you are late starting your game, the game may be shortened because the clock will stop at the designated time limit.
- Time Outs
 - Teams will not receive any timeouts.
 - Injury time outs may be determined only by the Intramural Supervisor.
- Overtime
 - The match score will be recorded as follows:
 - If the time limit is called in game 2, the winner of game 1 will receive the win with a score of 1-0
 - If the time limit is called in game 3, the first team to be ahead by two (2) points or the first team to reach 20 points wins that game and the match
- Official Game
 - 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.
 - If at least one (1) game has not been completed and inclement weather stops play, the game will be considered cancelled.
 - Cancelled games will not count toward playoff qualification.
 - Cancelled games will not be made up if time and space permits.

Section 6: Scoring

- Winning the Game
 - Matches shall consist of a best two (2) out of three (3) games.
 - The first team to score 15 points will win the game.
 - Teams must win by at least two (2) points.
 - 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.
- Rally scoring will be in effect.
 - If the serving team wins the rally, they score a point and continue to serve.
 - If the receiving team wins the rally, they score a point and gain the serve.
 - Each time a team wins the serve, the team must rotate one position clockwise before serving.
- Rallies
 - Teams are allowed a maximum of three (3) hits per rally; the ball must cross over the net after the third hit.
 - 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.
 - Play continues until:
 - The ball contacts the water or any out of bounds area.
 - A team contacts the ball too many times in a given possession.
 - An illegal hit or illegal serve occurs (see Section 7 and Section 8).
 - Contact with the net occurs by a player.
 - The ball crosses over to the other team's side, not in the area above the net.
 - A player may hit the ball twice during each rally as long as another player contacts the ball in between hits.

- Balls landing in the water of the vortex area are considered in bounds.
- Mercy Rule
 - There will be no mercy rule scores.
- Forfeit Score
 - In the event of a forfeit, a score of one (1) game to zero (0) will be given.

Section 7: Serving

- Serving
 - The server may serve from any location on the back wall.
 - Let serves are permitted.
- Legal Serve and Return
 - The serving side:
 - May not hit the ball with both hands.
 - Must remain in contact with the back wall during the serve
 - May hit the net on the serve.
 - The returning side may not block or spike a serve.

Section 8: Legal and Illegal Contacts/Conduct

- Legal Contacts
 - The ball may be hit by any part of the body, as long as it is a clean hit.
 - 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.
 - Spiking is permitted.
- Illegal Contacts
 - The ball cannot come to rest momentarily on a player's hands or arms.
 - Scooping, lifting, pushing, and carrying the ball are illegal.
 - Double contact is not permitted.
 - 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.
 - This does not pertain to blocks.
 - This does not pertain to first contact of the team receiving the serve.
- Water Conduct
 - Splashing is prohibited.

Section 9: Net Play

- General Net Play
 - A ball, other than the serve, may be recovered from the net provided the players avoid touching the net.
 - 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.
 - 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.
 - Should a player contact the net, the point and serve shall be awarded to the opposing team.
- Crossing the Centerline
 - Player(s) may reach under the net to retrieve a ball that is currently in play by their team.

Section 10: Sportsmanship

- Sportsmanship Rating
 - The game's Intramural Supervisor and/or officials will determine sportsmanship ratings for each team.
- Minimum Rating
 - Teams must receive an average of 2.75 sportsmanship rating during league play to be eligible for the playoffs.
 - Sportsmanship ratings will range between 0-4 with detailed explanations available in the Participant Handbook.

Section 11: Protests

- Eligibility Protests
 - If a player is believed to be ineligible (please see our Participant Handbook for more details), the game may be played under protest.
 - Please contact the Intramural Supervisor prior to the game's start to file a protest form.
- Rule Interpretation Protests
 - Rule interpretation questions must be declared immediately after the play in question.
 - Rulings involving judgment MAY NOT be protested.
 - Team captains must announce this protest to the Intramural Supervisor, and both captains will be required to fill out information on the protest form.