Colorado School of Mines ~ Intramural Sports

6-on-6 Volleyball Rules

I. Eligibility
All participants are subject to Intramural Sports Eligibility Rules, which are available in the Intramural Sports Participant Handbook.

II. Game, Players and Equipment
1. The game is self-officiated, which means teams will call their own faults.
2. A match shall consist of best 2-out-of-3 games. The first 2 games shall be played to 25 points, win by two, with a cap at 27 points. If a third game is required, it shall be played to 15 points, win by two, with a cap at 17 points.
3. Rally scoring will be used, which means every serve will result in a point.
4. The start of the game shall be decided with a coin toss or ro-sham-bo. Winner of the toss/bo shall choose to serve, receive or pick their side in the first game.
5. Balls hitting the basketball supports will be replayed if, in the opinion of the team captains, it interfered with play.
6. Substitutions are unlimited but may only occur after a point is scored or when there is an injury. When subbing into the game the player must enter into the front left position and the player coming out of the game must be the player in the back left position.
7. Teams consist of six (6) players. Teams may start and continue the game with four (4) players. Twelve (12) players MAX on roster.
8. IM Staff will provide volleyballs for all games.

III. Service
1. Let serve will be used. If a serve touches the net, play shall continue and be considered legal.
2. When a team gains serve they must rotate their player’s one position clockwise so that a new player is in the serving position. Failure to do so results in a fault.
3. If a team’s player serves out of order, the team loses serve and any points scored while serving out of order.
IV. Playing the Ball
1. Each team is allowed 3 successive contacts of the ball in order to return it.
2. The ball may be hit with any part of the upper body.
3. Balls may NOT be kicked.
4. Touching a ball in attempt to block does not count as one of the three hits allowed; the same player may make the first contact during that play.
5. Contact with the ball must be brief & instantaneous. Scooping, lifting, pushing, or carrying the ball are forms of holding and result in a fault.
6. If, after simultaneous contact by opponents, the ball falls out of bounds, the team on the opposite side shall be deemed as having caused it to go out of bounds.
7. A player is not allowed to attack the ball on the opponent’s side of the net.
8. A back row player may not cause a ball, which is completely above the height of the net, to cross over to the opponent’s side unless he/she is either on the ground completely behind the 3 meter line or is in the air, having jumped from behind the line.

V. Blocking
1. Blocking may be legally accomplished by players who are in the front line at the time of service. Back row players may not participate.
2. Blocking a served ball is prohibited.

VI. Play at the Net
1. If a player’s action causes him/her to contact the net during play, accidental or not, with any part of body or clothes, that player shall be charged with a fault.
2. If the ball is driven into the net with such force that it causes the net to contact a player, such contact shall not be considered a fault.
3. If opponents contact the net simultaneously, it shall constitute a double fault and the point shall be replayed.
4. If a player accidentally contacts any part of the net supports, such contact should not be counted as a fault provided that it has no effect on sequence of play. Intentional contact or grabbing of such objects shall be penalized as a fault.
5. Crossing over the centerline and contacting the opponent’s playing area with any part of the body is a fault. The whole foot must be completely over the centerline in order to be a violation.

VII. Faults
1. Faults will result in a point for the opposing team.
2. A fault shall be called when:
   a) The ball touches the floor (inside or outside the court).
   b) The ball is held, thrown or pushed.
   c) A team has played the ball more than three times consecutively.
d) A player touches the ball twice consecutively.
e) A player touches the net.
f) A player crosses the centerline and contacts the opponent’s playing area.
g) A player attacks the ball above the opponent’s playing area.
h) A ball lands outside the court or touches any object outside the court.
i) A player reaches under the net and touches the ball, or an opponent, while the ball is being played by the opposite team.
j) The game is delayed persistently.

VIII. Co-Rec Modifications
1. The game is played with six (6) players, which means you must have an equal number of males and females on the court at all times (3 women & 3 men). If you are playing with five (5) players, the gender difference may never be greater than one. This means you must play with the combination 3 women / 2 men or 2 women / 3 men. If you are playing with the minimum number of players (4), then you must have 2 women / 2 men.

IX. Sportmanship
1. All players are expected to play with good sportsmanship and uphold the spirit of Intramural Sports.
2. Self-Officiate with sportsmanship & class. Please respect your opponent(s) at ALL times and call a fair game to ensure a quality recreational experience for everyone involved (when in doubt… do it over).
3. If a game becomes heated and the participants are unable to call faults properly, the game will be called by the Supervisor and both teams will be eliminated from further play.
4. The Supervisor on duty will rate each team after each contest on sportsmanship.
5. HAVE FUN!!