

Fall 2007 Co-Rec 4-Player Volleyball Rules - BGSU Intramurals

1. Players, Substitutes, Roster Size and ID's

- A. There will be four weeks of regular season play and one week of playoffs.
- B. Teams will be made up of two (2) male and two (2) female players. Each team will be allowed a maximum of eight (8) on the roster
 1. Teams will play with four (4) players maximum, three (3) players minimum. Two males and two females must be on the court when playing with four. When playing with three, ratio of males to females can be 1:2 or 2:1.
- C. Roster Changes: During the first 2 weeks of the season captains will be allowed to make roster changes in the IM Office (in person) or at the contest site, limited to 4 player changes. New players must sign an "Agreement to Participate" form prior to playing. If a player is found to be on two rosters the later of the two teams they played for will be assessed a loss for that contest and will jeopardize their playoff status. Captains who play must be listed on the player roster.
- D. Substitutions must be made on a consistent basis throughout the game. A sub can either be brought in at the same place in the rotation (i.e. to serve) after every sideout earned, or the same two people must sub for one another throughout the game (i.e. a front row specialist and back row specialist).
- E. To participate in **intramurals**, there is no credit hour requirement, but an appropriate BGSU ID must be presented to an Intramural employee.
- F. All 2007-08 intercollegiate and club volleyball players are ineligible to participate. Current year coaches and coaches and players from the previous academic year are eligible to play, but one total player is allowed per roster.

2. Playing Area and Conditions

- A. All matches will be played at the Perry Field House.
 1. Boundaries: all basketball supports/backboards, divider nets, bleachers, and ceilings will be considered out-of-bounds.
- B. During intramurals, chewing or smoking tobacco products is prohibited at all indoor and outdoor sites on campus. Coaches or rostered players found chewing or smoking tobacco may be warned, penalized by sport-specific rules, and/or removed from play. Uncooperative spectators may also penalize a team.
- C. Any personal items (ID's, keys, equipment, etc.) left at any intramural site and found by an intramural employee will be taken to that facility's "lost and found", or to the front desk of Perry Field House, to be placed in their "lost and found".

3. Equipment and Uniform

- A. Only non-marking shoes may be worn. Teams do not need matching uniforms.
- B. Volleyballs will be provided for games only. For practice, individuals may bring their own balls or use a second ID to secure a ball from Perry Field House.
- C. No baseball hats, bandannas with knots, or other hard objects may be worn.
- D. No hard casts allowed. Joint braces must be covered with a soft material.

4. Safety and Prevention

- A. A player who has any visible amount of blood on their uniform shall be considered an injured player and must leave the game immediately for appropriate treatment and/or changing of clothes.
- B. Players wearing glasses should have shatter proof lenses and straps.
- C. Absolutely no jewelry shall be worn (see section 9, penalties)!
** Exception - medical ID tags which must be taped to the body.

5. Participant Conduct and Fair Play – "SPORTSMANSHIP"

- A. All players, captains, and spectators will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the building and future Intramural sports.
- B. Teams need to familiarize themselves with the Team Sportsmanship Rating System located in the IM Handbook as this will effect their eligibility for playoffs at the end of league play.

6. Time Regulations and Length of Game

- A. Teams will play the best 2 out of 3 games.
- B. A game shall be played to 21 points, using the rally point system. The first team to reach 21 points is the winner of the game (does not have to win by two points). See "playing rules" for details.
- C. Maximum for a time out is one (1) minute. Teams are allowed 1 time out per game.

7. Forfeits and Starting Games

- A. Game time is forfeit time. All players should be checked in and ready to play at the scheduled time. There is no grace period. Once team minimum is met, late arrivals can still play once they check in.
- B. If a team forfeits once for any reason, they jeopardize their eligibility for playoffs. Forfeiting a second night drops that team from play for the rest of the season.
- C. A team must have at least 3 players to start the match or it is a forfeit. Anytime a team drops below 3 players the match will be a forfeit.
- D. A coin toss will decide which team has the choice of serving or selecting a side. Teams will switch sides and serving order for the second game. If a third game is needed, a coin toss will again be used.
- E. Participants failing to check in with the scorekeeper before play will be penalized, and may penalize the whole team. Once a person is found to have played prior to checking in, they will be asked to present a valid ID. If the player can present a valid ID, he/she will be removed from the game. If that player is unable to present a valid ID, the game will be declared a forfeit.

8. Playing Rules and Scoring

- A. The rally point system awards points on each serve whether your team served or not. For example, if the team serving has a sideout and loses its serve, the opposing team not only obtains the serve, they are also awarded a point.
- B. A ball landing on the line is good.
- C. No more than 3 hits per side. Contact with the ball during blocking shall not be counted as a hit.
- D. The serving order must alternate male and female players.
- E. The current server on the servicing team and the player who last served on the receiving team are considered the only back-row players. Back-row players will not be allowed to participate in front-row hitting or blocking attempts regardless if they are male or female.
- F. The server can serve anywhere behind the endline, within the sidelines extended.
- G. A player may not step on or over the end line until the ball has been contacted on the serve.
- H. A player may use any part of the body to play the ball.
- I. It is illegal to “set” a serve using the fingers of an open hand.
- J. No player may hit the ball twice in succession except when blocking.
- K. There are no male or female contact minimums or restrictions before playing the ball over the net.
- L. A player may not touch the net with any part of the body. It is not a foul when a player’s hair touches the net, or when the force of a ball hit by an opponent pushes the net or net cables into the player.
- M. A player may not step all the way over the center line.
- N. A player may follow through over the net when executing a spike.
- O. Men may not spike in front of the 10-foot spiking line. When spiking they must take off behind the spiking line, but they may contact the ball, follow through and land in front of the line. Men contacting the ball while standing or jumping in front of the 10-foot line must direct the ball perceptibly upward when returning it to the other side of the net (dinks contacted above the net cannot be directed downward).
- P. Blocking a ball which is entirely on the opponent's side of the net is permitted only when the opposing team has had an opportunity to complete its attack (but blocker cannot interfere with opponent). Examples: after a third hit; after obvious attempt to play the ball over the net; on a serve.
- Q. Net play: In order to differentiate a male’s block of an “overpass” by the opponents from an attack, the male player should not break his wrists to play such an overpass at the net. However, when blocking a spike or serve at the net, the male may break his wrists to direct the ball downward.
- R. National Federation high school rules shall be enforced whenever applicable, as long as they fall within the spirit of Intramurals.

9. Fouls, Violations, and Penalties

- A. All fouls and violations will result in a point for the other team.
- B. Players discovered wearing jewelry on the court will be asked to remove it immediately. If another jewelry infraction with the same team occurs during the contest a penalty will be assessed resulting in a point being awarded for the other team, plus a side-out if the offender’s team was serving. Jewelry must then be removed.
- C. Captains are expected to ensure proper behavior by their players and spectators should an altercation develop. Details, including penalties, are spelled out in the IM Handbook and Captain’s Responsibilities handout.

10. Playoffs

- A. The number of teams who qualify, plus the number, length, and playing rules for playoff games may be altered as time, weather, facility, and equipment conditions require. A variety of options will be considered before altering the preferred playoff format.
- B. Teams must be able to play any day M-R, after 8 p.m. during playoffs. Make sure you have enough players on your roster so you do not have to forfeit during playoffs.
- C. A captain should call the IM Office to check on their team’s status as to playoffs. The IM Office does not personally notify teams regarding playoff schedules. Please see the IM Handbook for specifics as to the procedures for determining how teams advance to playoffs.
- D. The captain is responsible for notifying his/her team of the playoff schedule. Playoff schedules will be available from the web site or the captain may pick up a copy in the IM Office beginning the Friday prior to playoffs at 3 p.m.
- E. Teams who don’t want to be included in playoff consideration must contact the IM Office in person prior to their last regular season game.

11. Officials and Manager Duties

- A. Teams will call their own violations and penalties. We encourage rigid enforcement of net violations, obvious ball-landing errors, etc.
- B. Scorekeepers and managers will check ID’s, answer questions, and clarify and enforce all Intramural and facility rules and regulations. When necessary, they have the authority to eject individuals from play, as well as from the facility.

12. Miscellaneous

- A. Participation in the Intramural program is voluntary. The University is not responsible for injuries incurred while participating in Intramural sports. Each participant is advised to carry personal health and accident insurance. For reporting purposes, participants injured during play must have an appropriate report form completed and turned in to the IM Office within 48 hours of the injury.
- B. T-shirts will be awarded to those participants on each championship team in each division (recreational and competitive) who played in at least one game and did not commit multiple violations. The t-shirts should be picked up individually in the office beginning two days after final playoffs and within 15 academic weeks.