

# Spring 2008 Volleyball Rules

## BGSU Intramurals

### 1. **Players, Substitutes and Roster Size**

- A. There will be four weeks of regular season play and one week of playoffs.
- B. A regulation team is six; however, a team may start or continue with four. If a team has fewer than four players, it will forfeit the game, including injuries.
- C. For co-rec play, when playing with six players, there must be three males and three females. When there are only five players on the court, there may be a combination of three males and two females or three females and two males. When playing with four, it must be two and two.
- 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 side-out 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. Roster Changes: Beginning Monday, March 17<sup>th</sup>, team captains will be allowed to make roster changes limited to 4 player changes. Roster changes can be made either at the IM office or at the contest site during the 1<sup>st</sup> two(2) weeks of play. 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 and will jeopardize their consideration for playoffs. ***Teams utilizing players who are discovered by the IM staff as falsely representing themselves as someone else (aka: wrong ID), will be immediately suspended from play and awarded a "Season Ending" Sportsmanship Rating.*** Captains who play must be listed on the player roster.
- F. To recreate in the SRC or PFH without additional cost, faculty or staff members must purchase a Rec Sports membership, undergraduate and graduate students must have at least 10 credit hours. Otherwise, a BGSU affiliate must pay the daily guest fee of \$5.
- G. To participate in intramurals, there is no credit hour requirement, but an appropriate ID must be presented to an Intramural employee as follows: students and faculty/staff must show a BGSU ID (with picture and P00#).
- H. 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 two total players are allowed per roster.

### 2. **Playing Area and Conditions**

- A. Boundaries:
  - 1. Any divider nets, basketball standards, ceilings, bleachers, net antennas, etc., are out of bounds when contacted by the ball.
  - 2. The ball must cross the net entirely between the net antennas.
- 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. Intramural 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. Teams may also choose to use a non-Intramural ball for games if both captains and the referee agree to this.

- C. No baseball hats or bandannas with hard knots are permitted. (See section 9B.--Fouls, Violations and Penalties). Hair devices made of soft material may be worn to control the hair.

#### 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 straps and shatter-proof lenses.
- C. Absolutely no jewelry shall be worn. A warning will be issued to a team for an infraction of this policy. If a second infraction arises in a given contest by the team in question will be result in one (1) point being awarded opposing team. (See section 9B.--Fouls, Violations and Penalties.) \*\* Exception - medical ID tags which must be taped to the body. Check with the IM Office prior to your team's game day.
- D. No braces or hard casts are allowed on the wrist or arms. Leg/knee braces with exposed hard materials will only be allowed if they are sufficiently covered with soft padding (i.e. ace bandage).

#### 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.

#### 6. Time Regulations and the Length of the Game

- A. Teams will play all three games to complete a match if needed.
- B. To win the match, a team must win 2 games.
- C. One, one-minute time out will be allowed per team, per game.
- D. Teams shall exchange sides at the end of each game.
- E. The match will end at 55 minutes; the score will be recorded at that time; team winning will get the win.

#### 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. 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.
- C. 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.
- D. A coin toss shall determine the serve for the first and third games. The winner shall choose either to serve/receive or pick a playing side. The loser of the toss is given the remaining choice. In game two, the serve and playing side are switched.

#### 8. Playing Rules and Scoring

- A. A game will consist of 25 points using a rally-point system (do not have to win by two). The rally-point system awards points on each serve. For example, if the team serving has a

sideout and loses its serve, the opposing team not only obtains the serve, it is also awarded a point. All three games will be played every match if needed.

- B. A ball landing on a line is good.
- C. A player may use any part of the body to play the ball.
- D. A team is allowed only three hits per side.
- E. No player may contact a ball twice in succession, except during a block.
- F. Multiple contacts are more than one contact by a player during one attempt to play the ball. Multiple contacts are permitted only:
  - 1. When the first ball over the net rebounds from one part of the player's body to one or more other legal parts in one attempt to block; or
  - 2. On any first team hit, whether or not the ball is touched by the block, provided there is no finger action.
- G. The Serve
  - 1. A server has five seconds to serve the ball after the whistle is blown.
  - 2. The serve will be replayed when the player serves before the whistle is blown; an object comes onto the court; or the server doesn't like the toss and elects to re-serve (can only happen once per server).
  - 3. A server may not step on or over the end line until the ball has been contacted on the serve. The serve can be executed anywhere along the serving line but within the sidelines.
  - 4. All other serving team and receiving team members must be inside the court boundaries.
  - 5. Illegal serves include the serve passing over offensive players screening the opponents; hitting the antenna (including extension upward); hitting a member of the serving team; hitting the ceiling; failing to clear the net; or landing outside the opponent's court.
  - 6. Based on position of players' feet, front row-to-back row and side-to-side overlaps are not allowed for serving or receiving team.
  - 7. Players on both teams can switch positions after the server has contacted the ball, but are still considered front or back row players based on their starting position.
  - 8. A receiving team player can "set" a serve with an overhead pass (open fingers).
- H. Attacking/Blocking
  - 1. Men's games only: men in the front row may spike in front of 10-foot attack line.
  - 2. If one or more player(s) is attempting to block and contacts the ball, either player is eligible to participate in the next play which shall be considered the first contact of the three allowed the team.
  - 3. 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 its attack (but blocker cannot interfere with opponent). Examples: after a third hit or after obvious attempt to play the ball over the net.
  - 4. A receiving team player cannot block the serve before it has crossed the net.
- I. Net Play/Center Line
  - 1. A player may not touch the net with any body part (excluding hair).
  - 2. A player may follow through over the net when executing a block or spike.
  - 3. A player may touch the floor across the center line or its out-of-bounds extension with one or both feet as long as a part of the foot/feet remain(s) on or above the center line and the player does not interfere with the play of an opponent. Contacting the floor across the center line or its out-of-bounds extensions with any other part of the body is illegal.
- J. Back Row Players

1. A back row player **can**:
  - a. contact the ball from anywhere on or off the court, whether it's above or below the top of the net, when they are standing behind the 10 ft. attack line, or when they leave their feet from behind the line, and contact the ball before touching on or in front of the line.
  - b. contact a ball completely above the height of the net when they are on, or in front of, the attack line, as long as their contact doesn't take the ball untouched, completely over the net.
2. A back row player **cannot**:
  - a. participate in a block or an attempt to block
  - b. attack/direct a ball which is completely above the height of the net while positioned:
    1. on or in front of the attack line or its out-of-bounds extension;
    2. in the air, having left the floor on or in front of the attack line or its out-of-bounds extension

No foul is called until the ball completely crosses the net.

- K. If not stated otherwise, national federation of high school rules will be in effect as long as they fall within the spirit of Intramurals.

## 9. Fouls, Violations, and Penalties

- A. Warning: first minor offense = yellow card, but no penalty.
- B. Penalty: second minor offense by same individual, or for single serious offense = red card. A point or point and sideout awarded to opponent.
  1. Applies to any players wearing jewelry. Jewelry must be removed immediately.
  2. Applies to any players wearing illegal headwear or other equipment. Illegal equipment must be removed immediately.
- C. Disqualification from the match: third minor or second serious offense by same individual, or single flagrant offense = both yellow and red card. A point or point and sideout awarded to opponent. Offender is done for the night, and possibly longer.
- D. Forfeit: further individual or team violations.
- E. Red, or yellow and red cards may be issued after a first unsportsmanlike act.
- F. All cards carry over from game to game throughout the match.
- G. Ejected players will sit out at least one full match or one full week—whichever is longer.
- H. 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. Special Definitions - Co-Rec Volleyball Rules

- A. Playing rules and scoring
  1. All previously stated rules apply, except where noted below.
  2. The team will use an alternate male-female line up before each serve, but can then switch positions (original front row and back row position restrictions apply).
  3. There are no male or female contact restrictions or minimums before playing the ball over the net.
  4. Men must always take off from behind the 10-foot attack line to spike the ball. They may spike and then land within the 10-foot line area. Men contacting the ball 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).

5. 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 at the net, the male may break his wrists to direct the ball downward.

## 11. 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 7 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 captains may pick up a copy in the IM Office beginning the Friday prior to the start of playoffs after 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.
- F. Teams need to familiarize themselves with the Team Sportsmanship Rating System located in the IM Handbook as this will affect their eligibility for playoffs at the end of league play.

## 12. Officials and Manager Duties

- A. Officials 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.

## 13. 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 Intramural 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.