



VOLLEYBALL RULES (revised 8/2/08)

All participants are required to complete a waiver of liability form each year. All participants in intramural sports activities assume the risk of injury. Rice University, its employees and agents shall not be liable for injury to person, loss or damage to personal property arising from or in any way resulting from participation in the intramural sports activities.

* Official USVBA rules will be used with the following additions, exceptions, and clarifications.

* Captains are required to read the general IM Rules and Eligibility, and inform their team of any changes to policies and/or procedures! *If you have any further rules questions, please contact Justin Stafford.*

Rule changes and interpretations for the 2008-2009 school year are indicated in BOLD.

MEN'S/WOMEN'S VOLLEYBALL RULES:

All games will be played in the EAST GYM (if possible).

STARTING THE GAME: The first team with six players at the game site and the score sheet filled out will have the choice of taking the ball or choosing a side for the first game. Teams will switch sides of the court for the second game, and the team who did not serve to start the first game shall serve to start the second game. A coin toss will determine possession if a third game is necessary. Each team must have at least four players for the game to begin. New players must add their names and ID numbers to the scoresheet.

LENGTH OF MATCHES: Intramural Volleyball matches are best-of-three rally-scoring sets. A set (except the deciding, 3rd set) is won by the team which first scores 25 points with a minimum lead of two points. In the case of a 24-24 tie, play is continued until a two-point lead is achieved. However, if neither team is able to win the game by two or more points, the first team to score 30 points shall win the game, even if they only have a one-point lead. If a third set is necessary, it is played to 15 points (20 point hard cap) with a minimum lead of two points.

SCORING METHOD: All Intramural Volleyball sets will be played with rally scoring.

SUBSTITUTIONS: Teams are allowed an unlimited number of substitutions per set.

SERVICE: The ball shall be hit with one hand or any part of the arm, and does not have to be tossed or released from the hand(s) before being contacted.

EQUIPMENT: The ball, net and standards will be provided by Intramural Sports. The net height for the Men's and Coed play will be the 43 mark on the red standards. The net height for the Women's play will be on the 25 mark. Proper shoes are required; no jogging or black soled shoes, cleats, street shoes. All players must remove all jewelry before a game begins.

TEAM CAPTAINS: The team captain will be the only person to discuss issues with officials. The captain or coach will be in charge of calling time-outs, substitutions etc.

CLUB PLAYERS: Only one club player will be allowed on the floor at a time for Intramural games. For College games the number of club players on the floor at a time is unlimited.

TIME OUTS: Each team is allowed two time outs per game (30 seconds in length).

RAFTERS: If a ball is hit into the rafters, it is ruled out of bounds. **EXCEPTION:** If a team hits the ball into the rafters above their side AND it comes down on their side, it is still considered in play. (Note: A ball is considered to have been hit “into the rafters” if it makes contact with or passes through them.)

COED VOLLEYBALL RULES:

In addition to the general Intramural Volleyball rules:

1. An official team is composed of three men and three women. Games may not start with less than four players.
2. If a team has only five players to start a game, three must be women, unless otherwise agreed by the other teams captain.
3. Anytime the ball is played more than once by the same team, a female must be involved in the play (no specific order is required). *PENALTY: side out.*

COED SAND VOLLEYBALL RULES:

In addition to Intramural Volleyball rules:

STARTING THE GAME: An official team is composed of at least two players (1 woman and 1 man), three players (2 women and 1 man or 1 woman and 2 men), or four players (2 men and 2 women), unless the other team agrees to other arrangements.

EQUIPMENT: Teams must provide their own balls and personal equipment. Lines may need to be drawn in the sand.

SUBSTITUTIONS: Each team will be allowed a maximum of four substitutes on the roster. Substitutions will be limited to four per game. Free substitution is at the server’s position. Free substitution, male for male and female for female, will take place at the time of gained service, replacing the next server.

GAME TIME AND LIMITS: Intramural Sand Volleyball matches are best-of-three rally-scoring sets. A set (except the deciding, 3rd set) is won by the team which first scores 21 points with a minimum lead of two points. In the case of a 20-20 tie, play is continued until a two-point lead is achieved. However, if neither team is able to win the game by two or more points, the first team to score 25 points shall win the game, even if they only have a one-point lead. If a third set is necessary, it is played to 15 points (20 point hard cap) with a minimum lead of two points.

SCORING METHOD: All Intramural Sand Volleyball sets will be played with rally scoring.

BALL CONTACT: The serving order will be an alteration of male and female. When the ball is played more than once by a team, at least one of the contacts must be made by a female player. Contact with the ball while in the act of blocking shall NOT constitute playing the ball. Back line players will not be allowed to participate in front line blocking.

TIME-OUTS: Each team is allowed two time-outs per game. Each time-out shall not exceed one minute.

*If a team does not show up for a scheduled game and does not contact the other team's captain prior to the match then the win will be awarded to the team that had a legal number of players on site. Make the Intramural Sports office aware of the forfeit.

COED WALLEYBALL RULES:

1. An official team is composed of at least two players (1 woman and 1 man), three players (2 women and 1 man or 1 woman and 2 men), or four players (2 men and 2 women).
2. A server must be within three feet of the back wall when serving.
3. The ball is out of bounds whenever it hits the ceiling or back wall on the opponent's side on offense or two or more walls consecutively on a serve, spike, volley, or block.
4. The back wall is in play only on the side of the teams that is returning the serve, spike, or volley provided a player on that team touches the ball first.
5. The ceiling is in bounds only on the side of the team that is returning the serve or volley, provided a player on that team touches the ball first.
6. The gap between the wall and the net is considered a free space. Any ball that goes through this gap makes a volley a replay.
7. ANYTIME a ball is contacted more than once by a team, one contact must be made by a female player.

Game time and length: Matches will be played best-of-three games. Game times may be changed as long as it does not hold back the next scheduled match for either team. Games are scheduled for 1 hour in length; but may be lengthened for close games as long as the next scheduled teams agree. A game shall be played to 15 points with a cap at 18. The winning team must win by 2 points, except when the score is tied 17-17. The first team to reach 18 points is the winner of the match. The third game shall be played using the rally scoring system, with a point being awarded on every serve. The winning score shall be 8 points with a cap at 11 points.

All final decisions to eligibility and game rules will be at the discretion of the Intramural Director.

FURTHER QUESTIONS OR COMMENTS MAY BE DIRECTED TO:

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Revised August 2008 by Justin Stafford