



**UNIVERSITY OF WISCONSIN-EAU CLAIRE
RECREATION & SPORT OPERATIONS – INTRAMURAL SPORTS
Volleyball**

Players & Player Equipment

- Each team will consist of six (6) players with a maximum of twelve (12) players on the roster. Each team must have a minimum of four (4) players on the court in order to play. Teams having less than four (4) players are subject to forfeiture of the game.
- Each team shall designate a captain. The captain will act as the spokesperson for the team and make all decisions. Only the captain may talk to officials. Team representatives, including players, spectators, team managers, coaches, score keepers, and group members are subject to these rules.
- Athletic apparel only. No hats allowed.
- **Jewelry is not allowed. All jewelry must be removed before playing, no exceptions.** Players wearing jewelry will be removed from the game until the jewelry is removed. A substitute will come in for the player wearing jewelry. Jewelry includes gold, silver, bracelets, necklaces, religious jewelry, rubber bracelets, rubber bands, and braided jewelry.

Rules

Game, Court, & Court Equipment

- A match will consist of 2 out of 3 games.
- A game is won by the team, which scores 21 points. The winning team must have an advantage of at least two (2) points. Games will end when one team reaches 23 points. The third game is scored to 15 and the game will end when one team reaches 17.
- One 1-minute time out is allowed to each team during each game.
- Teams shall change sides of the court at the end of the first and second game, and after one team has scored eight (8) points in the third game.
- Winners of each division will receive an Intramural Champion T-shirt and glass.

Substitutions & Tiebreakers

- Substitutions will be allowed on all dead balls
- Players may only substitute from the same position throughout the entire game
- Therefore, each player must play a full rotation around the court
- If a player becomes injured, he/she has two minutes to resume play or leave the court
- Cannot sub back in if subbed out for injury that is out of rotation

Definition of Playing Terms

- The current NFHS Rule Book shall be the source of rules for any situation not covered.

Ball in Play, Dead Ball, Out of Bounds

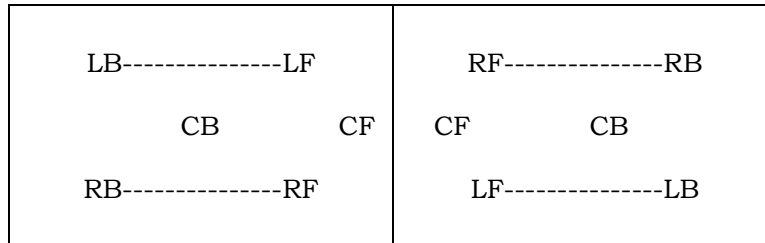
- The ball must be clearly hit. Contact with the ball must be brief and instantaneous. When the ball visibly comes to rest momentarily in the hands or arms of a player, it is considered as having been held. The ball must be hit in such a manner that it rebounds cleanly after contact with a player. **Scooping, lifting, pushing, or carrying the ball shall be considered to be a form of holding.** A ball clearly hit with one or both hands from a position below the ball is considered a good play.
- The ball may be legally played with any part of the body.
- If there is simultaneous contact of the ball with two or more parts of the body, it is considered as one hit.
- A player shall not play the ball twice in succession **except:**
 - A block
 - If 2 or more players of the same team contact the ball simultaneously (at the same time) it is considered one volley and either of the same players may participate in the next play.
- The ball may be volleyed only 3 times before being sent over the net.
- A back line player cannot spike the ball in front of the attack line. If he/she is in front of the line, he/she must contact the ball below the level of the top of the net.
- The outside boundary line is considered part of the playing court. Balls striking lines are considered in the court.
- A ball is considered out of bounds when it touches any surface or object outside of the marked boundary of the court. This applies to the net support side of the marked boundary of the court and to the net support

posts. A ball other than the serve may strike one or more times on the ceiling and/or fixtures or obstructions which intrude upon the height of the court or that of the surrounding play area, and may still be in play by the offending team according to the rules as though the ball had not touched such obstructions. However, no such rebounding ball may legally strike above the opponent's side of the net nor may it legally fall to the opponent's court. In touching the obstructions, should a ball come to rest or be wedged, the referee shall declare the ball dead.

- A player may go outside of the court and legally play a ball.
- A ball caught or contacted by a player before it actually hits out-of-bounds is **not** judged as being out-of-bounds.
- A player shall not touch the net or any supports while the ball is in play. If the ball strikes the net, pushing the net in contact with a player and it is clear that his own movement did not cause the contact, there is no penalty.
- In returning the ball, a player may follow through over the net, providing his/her first contacts the ball on his/her own side of the net. Player(s) in the act of blocking may reach across the net but may not contact the ball until the opponent has hit the ball to return it. (May not reach across to block a serve or a set)
- When only part of the ball crosses the net and is then contacted by an opponent, it is considered as having crossed the net. Any ball blocked across the net may be considered to have legally crossed the net.
- Only front line players may block.
- Contacting the opponent's playing area with any part of the body except the feet is a fault. Touching the opponent's area with a foot or feet is not a fault providing that some part of the encroaching foot or feet remain on or above the center line.
- A ball that hits the net is a live ball and may be played.
- When there is a double violation with both teams at fault, no point is scored and serve is replayed.
- Contacting the ball in the act of blocking **does not** count as one of the three hits permitted a team. The team is permitted three hits following the block, and the individual(s) making the block may also make the first hit.

Serving

- The team not serving first in a game of a match shall serve first in the next game of the match.
- The first server in any game is the player in the right-back position.
- The serve shall not be made until the opponents have had sufficient time after a play to return to their playing position. The official shall call such a serve back.
- Each time a team has a new service; all players rotate one position in a clockwise direction. This rule applies when the team not serving first at the start of the game receives its first service after the first “side out”. They must rotate before serving.



- A player cannot serve out of turn and points made on this serve are cancelled and it is “side out”.
- The server may serve anywhere along the back line between the sidelines. The server’s body may be over the line in the air, but he/she shall not touch the line or the area beyond the line before contact is made with the ball. This is called a foot fault and will result in a loss of serve.
- A legal serve must pass over the net into the opponent’s playing area and shall not touch teammates of the server; server’s playing court, or other objects.
- A serve is legal when it touches the net as long as it goes over.
- A reserve serve (drop service) is only allowed once per rotation to service position.

Co-Rec Rules

- Teams must have at least four (4) players to start the game. The possible player combinations are 3M/3F, 3M/2F, 3F/2M, 2M/2F
- Males and females must alternate in the serving order unless playing down with an odd number of players

- If there are 2 or more hits by one team, both genders must touch the ball before it is played over the net

Miscellaneous Rules

Scoring

- Each game is scored according to rally scoring. With rally scoring there is a point awarded to the winning team after each volley.

Player Conduct

Sportsmanship, Cards & Ejections

- Abusive or insulting language, acts of unfair play, and managers, coaches, or substitutes on the field of play will result in suspension.
- Team conduct will be registered, by the officials, following the game, on a 0 to 6 scale.