

**CU • STUDENT REC CENTER INTRAMURALS**  
**VOLLEYBALL • RULES**  
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**ROSTER SIZE IS LIMITED TO 10 PLAYERS for 4v4 and 14 PLAYERS for 6v6**  
**Teams winning a championship will receive a maximum of 7 t-shirts for 4v4 and 9 for 6v6**

We will be using the USVBA official rules (see [www.usavolleyball.org/rulesofficials/indoor.asp](http://www.usavolleyball.org/rulesofficials/indoor.asp) . The following are some exceptions and explanations pertaining to intramural play.

### **GENERAL**

- Participants should have adequate health insurance to cover any injury which may occur.
- Alcoholic beverages are not allowed in the Student Recreation Center. Violations will be grounds for forfeit and possible season suspension. Captains, please do not allow your players to play while intoxicated.
- If a team is not ready to play **15 minutes** after match time, the entire match is forfeited. At 5 minutes the first game is forfeited.
- No Buff OneCard = No Play!
- If you forfeit your first game you will be dropped from the league, if you forfeit your 2<sup>nd</sup>, 3<sup>rd</sup>, or 4<sup>th</sup> game you will not advance to the tournament. If you accumulate 2 Honest Effort Forfeits you will not advance to the tournament.
- If your team cannot make a regular season game please email us at [imsports@colorado.edu](mailto:imsports@colorado.edu) and we will email out all the teams to see if we can find a replacement team. If a replacement team is found your team will not get credited with a forfeit. If a replacement team is not found your team is responsible for the game.
- All games picked up by a team count as a real game and will count on your record and sportsmanship rating.

### **ELIGIBILITY**

- Must be a fee paying CU student or Rec-center member.
- Must present your “Buff OneCard” or Rec-Center Membership card in order to check-in before every game. If a player does not have their Buff OneCard or Rec-Center Membership, they will not be allowed to participate.
- Players may play on only one team per sport (with the exception of being allowed to play on a Co-Rec team and a team of their own gender in the same sport).
- A player must have played in at least one of the first four regular season games in order to play tournament.

### **TEAMS/ SUBSTITUTIONS**

- In four person play, each team shall be composed of 4 players. A team may play with 3 players for the game to count (in co-rec a team may not have more than 2 men or 2 women on the court at one time). An Honest Effort Forfeit will be awarded to teams that have only 2 players at game time, teams with any less than this will be given a standard Forfeit.
- In six person play a team may play with 5 for the game to count (in co-rec no more than 3 men or 3 women on the court at one time). An Honest Effort Forfeit will be awarded to teams that have only 4 players at game time, teams with any less than this will be given a standard Forfeit.
- Club players must play in the Open league & then no more than 2 per team.

## **UNIFORM/EQUIPMENT**

- Players may not wear hats, watches, or jewelry.
- Players must have on close toed shoes.

## **THE GAME**

### **LENGTH OF GAME**

- A match consists of three games played to 25 points; must win by 2 with a cap score at 27 i.e. 26 –26 tie and the first team to reach 27 wins (1 point lead).
- Three games are played regardless of which team wins the first two – final scores are based on total games, not matches.
- In the elimination tournament, you must win 2 of the 3, 25 point games to advance

### **TIMEOUTS**

- Each team is allowed two 30 second time out per game. Time outs do not carry over from game to game.

### **STARTING THE GAME**

- At the beginning of each game officials will conduct a captain's meeting. During the captain's meeting, the referee will toss a coin. The visiting captain shall call the toss. The winner shall choose either to serve or receive. The loser of the toss shall be given the remaining choice.

### **SCORING**

- A point shall be scored by the opponent each time a team commits a fault.
- If the serving team wins the rally, it scores a point and continues to serve. If the receiving team wins a rally, it scores a point and gains the serve. Each time the team gains the serve it must rotate one person clockwise before serving.
- A ball is a replay when:
  - The ball is held above the net.
  - You forget to call the score and wait for the whistle before serving. The second time and every time thereafter it will be a side out.

### **THE COURT**

- A ball is out of bounds when:
  - In the Rec. Center General Gym, anything that touches the walls, floor, or curtain is considered out of play.
  - The ball **may** hit the rafters on your team's side and remain in play. This includes the baskets in the Rec. Center. The walls are considered out of play.

## **RULE CLARIFICATIONS**

### **SERVING**

- Jump serves are allowed only in the Open Division. If Open is playing an A division, jump serves may be allowed if both teams agree.
- You may not block serves.

### **PLAYER POSITIONS**

- The position of players in order of the serving shall be Right Back, Right Front, Center Front, Left Front, Left Back, and Center Back.
- At the moment of the serve:
  - All players, except the server, shall be within the team's playing area and may be in contact with the boundary lines or center lines, but may not have any of the body touching the floor outside those lines.
- When a side out is awarded to a team, that team shall rotate clockwise one position.

### **CONTACTING THE BALL**

- A contact is any touch of the ball by a player.

- A team shall not have more than three hits before the ball crosses the net into the opponent's area. When the team's first contact is simultaneous contact by opponents, or an action to block, the next contact is considered the team's first hit.
- A legal contact is a touch of the ball by a player's body above and including the waist which does not allow the ball to visibly come to rest or involve prolong contact with a player's body.
- Successive contact of the ball by one player is not allowed unless:
  - Simultaneous contact by teammates
  - Simultaneous contact by opposing players
  - Successive contact by a player whose first contact is a block
- Blocks may only occur by front row players
- Front row players may contact the ball from any position inside or outside the court provided the ball has not completely crossed the vertical plane of the net or the extended net
- Back row players, while positioned behind the attack line, may contact the ball from any position inside or outside the court above or below the top of the net.
- A back row player shall not:
  - Participate in a block or attempt to block
  - Attack the ball which is completely above the height of the net while positioned:
    1. On or in front of the attack line (10 foot line) or its out of bounds extension
    2. In the air, having left the floor on or in front of the attack line or out of bounds extension.

## **CONDUCT/SPORTSMANSHIP**

- Fighting and unsportsmanlike conduct will not be tolerated and is grounds for the entire team being dropped from the program. Any team whose members leave the bench results in the entire team being suspended for at least the semester.
- Any abusive language, physical gestures and untimely questioning of calls directed at an official, scorekeeper, or player is grounds for a technical foul. Bench technical may be called. Captains, control your bench.
- Pre and post game: harassing of officials, scorekeepers, other players, or a supervisor, poor sportsmanlike conduct, or lack of cooperation is subject to penalty from a mild warning to complete expulsion from the program.

## **TOURNAMENT SCHEDULES**

- All teams that do not forfeit, do not have 2 or more Honest Effort Forfeits, and have an average of 3.0 sportsmanship rating will advance to the post season tournament.
- Tournament schedules will be posted the last week of the regular season.