



## UTSA INTRAMURAL SPORTS

## VOLLEYBALL RULES

### **PLAYERS:**

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- Players may play for only **one** team men's or women's team and one co-rec team.
- **Switching from one team to another is illegal.** This will result in a suspension from participating in any Intramural activity for 1 calendar year.
- A team consists of 6 players, minimum of 4 players is needed to start & end the game.
- **Co-Rec** = 3 men and 3 women. If a Co-Rec team is short numbered the acceptable combinations are **3M+2W, 2M+3W, 2M+2W**
- Maximum number of players per roster is **12**.

### **ELIGIBILITY:**

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- All UTSA students, faculty and staff are eligible to play intramural sports with a UTSA ID.
- Each team is allowed players who have played for a university or junior college volleyball team. All ex-varsity athletes must sit out one (1) calendar year from their last day of participation.
- Alumni and outside visitors are not eligible to participate but may speculate.
- Teams may add players until the last game of the regular season.
  - Rosters will be frozen for playoffs and throughout.
- Players must play in at least 1 game during the regular season to be eligible for the playoffs.
- **NO ID NO PLAY!** All participants must present their UTSA Banner ID to the Intramural Staff on duty, in order to be eligible to play.
  - No other forms of identification will be accepted

### **EQUIPMENT:**

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- Intramural Sports will furnish game balls.
- All participants must wear the proper athletic attire as per Campus Recreation Center policy and non-marking court shoes.
- **Jewelry, bandanas with exposed knots, and caps are not allowed.** Participants MAY NOT cover up jewelry with tape, band aids or other such items.
- No cast or splints (hard or soft) are permitted.

### **GAME TIME:**

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- All participants must check in with the Intramural Staff before their game time.
- **Forfeit Procedure:** Any team not ready to play at game time shall be penalized in the following manner: for every minute the team is late to start, the opposing team receives 2 points.
  - **5 minutes after game time – the game is forfeited, 10-0, to the team ready to play.**

## **GAME FORMAT:**

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- A coin toss will determine side or service. The team receiving the serve first will serve first in the 2<sup>nd</sup> game. If needed, a coin toss will determine service in the 3<sup>rd</sup> game.
- Teams switch sides after the first game. If a 3<sup>rd</sup> game is played, teams will switch sides when one team reaches 8 points.
- Best two out of three games. First 2 games are played to 25 points, with a team having to win by 2 points (cap at 30). Third game (if necessary) is played to 15 points, with a team having to win by 2 points (cap at 20).
- Net height:
  - Men's: Will play from the marking on the pole to read 43 (2.43m or 7ft. 11-5/8in.)
  - Women's: Will play from the marking on the pole to read 24/25 (2.24m or 7ft. 4-1/8in.)
  - Co-Rec: Will play from the marking on the pole to read 38 (2.38m or 7ft. 9-3/4in.)

## **CO-REC MODIFICATIONS:**

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- The serving order and positions on the court shall alternate male and female.
- **Men CANNOT** attack (spike) from in front of or on the 10' line. They may jump from behind the 10' line.
  - If a male attacks the ball in front of the 10 foot line the play will be blown dead and a point will be awarded to the opposing team
  - A male may however start an attack from behind the 10 foot line and land in front of the 10 foot line after making contact with the ball.
- If a team has 2 or more hits on their side, one of those hits must be from a female.
  - In other words if two males play the ball on one side of the net then a female must make a play on the ball before the ball is returned to the other side of the net
  - Two females, however, may hit the ball on one side of the net and return it to the other side with out a male making a play on the ball.
- If a team only uses 1 hit to hit the ball over, anyone may hit the ball over the net.

## **THE SERVE:**

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- The server may stand anywhere behind (not on) the rear boundary line to serve the ball.
- The server has 5 seconds after the referee signals to serve.
- "Let" serves are legal. A "let" serve that touches the net is legal as long as it crosses over the net and lands inbounds.
- Each member of a team must serve in turn, rotating clockwise 1 position.
  - Each player must stay in their order that they serve in. Any illegal rotations/out-of-order serves will be a violation resulting in a point for the other team.
- Players must not be overlapping or outside the court at the time of the serve.
- Players on the serving team are not allowed to wave their hands, jump, form groups or perform any actions which intentionally screen or obstruct their opponent's view of the serve.
- Blocking or attacking a serve or a "let" serve is **illegal**.

## **PLAYING THE BALL:**

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- A legal hit is contact with the ball anywhere off of a player's body, which does not allow the ball to visibly come to rest even momentarily or roll off the body. Legal hits include blocks, passes, sets and spikes.
- There are a maximum of 3 hits by a team before the ball crosses the net. The same player cannot touch the ball twice consecutively, unless the first hit was a block.
- Simultaneous contact by two players is considered one hit and either player may contact the ball next. When opposing players contact the ball at the same instant, the player on

the opposite side of the net from which the ball falls shall be considered the player to have touched the ball last. The other player may participate in the next play and the simultaneous contact shall not count as a hit.

- The ball is dead when it comes into contact with any gym structures, walls, basketball backboards, ceiling, etc.
- Back row players may not leave their feet to make a play at the net. The ten-foot line is the restraining line, so that back row players may jump to spike the ball, as long as they leave the ground from behind the line.

### **PLAY AT THE NET:**

- A player shall not contact any part of the net or its supports while the ball is in play; if a player does make contact with the net or ropes then it is a violation
- If a player inadvertently touches the official's platform or net supports/poles (other than rope cable) it is not a foul.
- When the ball is driven into the net so that it causes the net or its supports to contact an opposing player or players, it is not a foul if the opposing player(s) did not contact the net by their own impetus.
- A ball may be played from the net provided that a team still has at least one of its three hits remaining.
- When returning the ball to the opponent's side of the net, a player may follow through over the net, providing he/she first contacts the ball on his/her own side of the net or directly over the net. A player shall not contact a ball that is completely on the opponent's side of the net unless the contact is a legal block.
- Any time a player blocks the ball it is not considered a hit.
  - If a player blocks the ball and the ball proceeds to his/her side of the net then that same player may make a consecutive play on the ball
- Blocking a ball which is completely on the opponent's side of the net is permitted when the opposing team has had an opportunity to complete its attack. The attack is considered complete when:
  - The attacking team has completed its three allowable hits.
  - The attacking team has had the opportunity to spike the ball, or in the official's judgment, directs the ball with intent to return it to the opponent's court.
  - The ball is falling near the net and, in the official's judgment; no member of the attacking team could make a play on the ball.
- A ball may touch the net within the side line markers when crossing the net to enter the opponent's playing area.
- A ball may be attacked, excluding a served ball, when it has partially crossed the net.
- **Center Line:** A player may touch the floor across the center line with one or both feet/hands provide that a part of the foot/feet or hand/hands remains on or above the center line. Contacting the floor across the center line with any other part of the body is illegal.
- There is interference by a player who makes:
  - Contact with an opponent which interferes with the opponent's legitimate effort to play the ball.
  - Intentional contact with a ball which the opponent has caused to pass partially under the net and the opponent is attempting to play it again.
  - **Penalty for Illegal Net Play:** A point or side-out awarded to the opponent.

### **PENALTIES AND SANCTIONS:**

- Verbal Warnings - will be issued for minor offenses, such as language.
- A Yellow Card - will be issued for rude behavior, a second minor offense or other serious offenses. A Yellow Card Penalty results in loss of serve and a point awarded to other team.

- A Red Card will be issued for extremely offensive conduct, and will result in expulsion from the game, loss of serve and a point awarded to other team.
- Teams will be charged a time out for delays caused by illegal substitutions, wearing jewelry or not returning to play when official indicates ready for play.