



## UTSA INTRAMURAL SPORTS      WATER VOLLEYBALL RULES

### **TEAM CAPTAINS:**

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- Team captains are responsible for picking up their team's schedule and notifying their teammates on upcoming games. Team schedules will be available for viewing via the web at [www.utsa.edu/recreation](http://www.utsa.edu/recreation) after 5:00 p.m. on the Friday after the captain's meeting.
- Team captains are responsible for informing their teammates of all Intramural Sports governing rules and policies.
- The team captain is responsible for the eligibility of the team's players.
- Only the team captain may address an official, on matters of rule interpretations or to obtain essential information.
- Team captains are responsible for their team and fans behavior before, during and after their game.
- Team captains are responsible for any equipment given to them, such as team jerseys and team balls. (**Team captains, you will be charged for the missing items**).
- In the event of bad weather, call the sports hotline at **458-PLAY**.

### **ELIGIBILITY:**

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- All UTSA students, faculty and staff are eligible to play intramural sports.
  - UTSA students must be enrolled in current semester (Example must be enrolled in the Fall to play Fall sports)
  - Current and 08-09 varsity volleyball players are ineligible
  - 2 club volleyball players per team
- Faculty/Staff with a current Campus Recreation membership are also eligible to play intramural sports.
- Alumni and outside visitors are not eligible to participate.
- Team may add players until the last game of the regular season.
- 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.

### **PLAYERS:**

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- Players may play for only **one** men's or women's team and **one** co-rec team.
- Switching from one team to another is not allowed (see DISCIPLINE section).
- Men's and women's teams consist of 4 players. A minimum of 3 players is needed to start the game.
- Co-Rec teams consist of 4 players, 2 men and 2 women. A minimum of three is required to start the game. Acceptable combinations of males and females included: 2M & 1W or 1M & 2W.
- Maximum number of players per roster is **8**.
- Leagues include Men's A, Men's B, Co-Rec, Women's, Fraternity, Sorority, and Residence Hall.
- If there are not enough teams to form a certain league, UTSA Intramurals reserves the right to mix leagues.
- All University games will be played by the winning Fraternity Team VS the winning Residence Hall, then the winner will go onto to play Men's A champion.

## **FORFEIT/DEFAULT POLICY:**

- If a team forfeits in regular season once, they will be ineligible for playoffs. (The only exception is if teams play in all other games that season, the forfeit will be turned into a loss. The F sportsmanship grade will remain and will be averaged with the rest of the season)
- If a team forfeits twice, they will be dropped from play.
- Teams will be contact after a forfeit to verify they are dropping from play.
- After a team is dropped, the season will be rescheduled for the remaining teams
- A Captain may call the IM Staff at 210-458-4174 or 210-458-7566 by 12:00 noon on their game day (*12:00 noon on Friday for Sunday Games*) to obtain a **default** and avoid a forfeit. Defaults may only be obtained via phone prior to the deadlines listed above.
  - a. Teams that forfeit will **not** be eligible for playoffs.
  - b. Teams that have two or more defaults will not be eligible for the playoffs.
- If a team or player fails to report to the scheduled place by game time, the supervisor will declare the game a forfeit.
- If both teams fail to report, the game will be scored as a double forfeit.
- In order to receive a win by forfeit, the team must have at least the minimum number in the lineup present and ready to play at game time.
- **Grace Period:** Any team not ready to play at game time shall be penalized in the following manner. Teams will be allotted a five (5) minute grace period. Every minute team is late will result in a point consequence specified in each sport rule handbook.  
(Ex- 5 minutes after game time – the game is forfeited, 10-0, to the team ready to play.)
- A team will be charged with a forfeit if an ineligible player is found to have checked-in to play or participated in an official contest.
- If a team or teams playing engage in a fight, one or both teams will be forfeited and may be removed from the league. Decisions on whether or not a fight took place will be made by the IM Staff in charge. Their decision will be final.

## **GAME TIME/DEFAULTS/FORFEITS:**

- **Game Time:** Teams must have the minimum required players checked in and ready to play at game time.
- **Defaults:** A team may default by calling the Assistant Director of Intramurals at **210-458-7566** by noon on the day of their game or for Sunday games by 5pm on Friday. Teams are allowed one default per season. A default is used when a team is unable to make their game. A default does not count against the team or interfere with their chances of making playoffs.
- **Forfeits:** A 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.
  - **At 5 minutes after game time – the game is forfeited, 10-0, to the team ready to play.**
  - The forfeiting team will receive a “F” Sportsmanship rating for the game.
- A **forfeit** prohibits a team from making playoffs.

## **LEAGUE FORMAT:**

- Leagues will consist of a 4 or 5 week of round robin + single elimination playoffs.
- Tournament: Either Single or Double Elimination Tournament.
- One forfeit during the tournament will disqualify the team entirely, regardless if the format is double elimination.
- All games will be self-officiated.
- Any team that receives “C” or worse sportsmanship rating during the tournament **will not** advance to the next round. (see SPORTSMANSHIP section)

## **EQUIPMENT:**

- Intramural Sports will furnish game balls. However, both teams may agree to use their own ball, as long as it meets regulations.

- All participants must wear proper swimwear attire allowed by the Campus Recreation Center Pool.
- Participants may not wear jewelry. Participants may not cover up jewelry with tape, band-aids or other such items.
- Cast or splints (hard or soft) are not permitted.

### **GAME FORMAT:**

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- Co-Rec: The serving order must rotate male/female.
- A coin flip will determine who serves first. Co-Rec: Teams playing with 2 men/1 woman will lose one point (but not the serve) when males serve back to back.
- The server must stand near enough to be able to touch the back boundary anywhere across the court.
- The ball must be contacted with one hand on the serve – either underhand, side arm or overhead. The ball may not be thrown or hit with two hands.
- The server must call out “Serve” or “Ready” or announce the score prior to serving.
- Let serves are legal.
- The serve may not be attacked.
- **Co-Rec: A Female** has to be involved in **1 of the 3** hits before the ball is returned over the net; exceptions if it is accidental.
- There are no restrictions on alignment or the placement of players.
- Teams may sub any number of players on THEIR OWN SERVE.
- Teams have 3 hits to play the ball over the net.
- The back boundary, net poles, pool sides, and deck are out of bounds.
- Players may not jump off of the step on the side of the pool.
- Players may not contact the net with any part of their body or clothing.
- Teams will play best 2 of 3 games to 21 points (rally scoring), win by 2, cap at 25.
- Teams will call their own points. The Intramural Sports Staff will determine if points will be awarded on a disputed call or if the point will be replayed.
- The Intramural Sport Staff on duty will have final authority on all rules and disputed calls.

### **FORMAT FOR PLAYOFFS:**

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- All teams must have open availability for playoffs. You will not play on your regularly scheduled season night, as this is impossible with numbers of teams, various availabilities, facility space and limited time frames. Teams must be able to play on any night and time. Games will only be rescheduled due to rainouts. It is suggested you ensure your team has plenty of players on the roster to avoid forfeits.
- Playoffs will be seeded if possible. Sometimes, this can not be done due to various reasons such as rainouts, uncommon opponents and forfeits. If we are able to rank teams, it will be ranked in the following manner. Overall record, sportsmanship, point differential. If ties exists, it will go, points scored, points given up and then a coin flip.

### **SPORTSMANSHIP:**

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- The Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after the each game.
- Participating in Intramural Sports is **NOT** a right it is a privilege. Therefore, the Intramural Sports program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.
- Two unsportsmanlike penalties on the same player will result in disqualification from the game.
- The fourth unsportsmanlike foul by the same team results in forfeiture of the game.

- Any player that is ejected for any reason must come in to speak to the Assistant Director of Intramural Sports before their next game. That player is **not** eligible to play until doing so. **Minimum 1 game suspension!**

## **SPORTSMANSHIP RATING SYSTEM**

UTSA Campus Recreation Department's sportsmanship rating policy has been developed to protect the safety and equity of all participants and those affiliated with supervising our events.

### **"A" - Good Conduct and Sportsmanship**

Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an "A" sportsmanship rating.

### **"B" - Average Conduct and Sportsmanship**

Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.

### **"C" - Below Average Conduct and Sportsmanship**

Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a "C" rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

### **"D" - Poor Conduct and Sportsmanship**

Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a "D" rating.

### **"F" - Unacceptable Conduct and Sportsmanship**

Team/fans are completely uncooperative. Team Captain has no control over team, fans, and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties, or cause a game to be forfeited shall receive an "F". Any team that does not have the required number of players present at the scheduled game time will receive an "F".

- Incidents, which violate the Code of Student Conduct, will be referred to UTSA Judicial Affairs for investigation. Incidents with Faculty or Staff will be referred to UTSA Human Resources.

## **DISCIPLINE**

- The team captain of a team that receives a "D" or "F" rating must meet with the Assistant Director of Intramural Sports prior to his/her team's next game.
- If a player is ejected from the game for any reason:
  - **Ejected Player consequences:**
    - Team will be automatically deducted two (2) sportsmanship letter grades.
    - Ejected player must leave playing area (out of sight and sound).
    - Ejected player may not participate in any Intramural Sports or activities (including watching), until they have met with the Assistant Director of Intramural Sports, Megan Morris, or have been officially reinstated.
    - Must contact Megan Morris, Assistant Director of Intramurals, to set up a meeting to determine what action should be taken.
    - It is the responsibility of the ejected player to schedule the reinstatement meeting.

- Ejected player is ineligible until meeting has taken place.
- Ejected player will face a *minimum* one(1) game suspension from all Intramural activities.
- If necessary, ejected player might be referred to Judicial Affairs for further disciplinary actions, and be suspended indefinitely from Intramural Sports and Campus Recreation participation.
- If the ejected player does not think the Assistant Director of Intramural Sports decision is fair, he/she may appeal by scheduling an appointment with the Associate Director of Campus Recreation. Appeals must be made within 48 business hours of the Assistant Director of Intramural Sports disciplinary decision.
- If the official or supervisor believes it is in the best interest of the program to stop a game, he/she may do so.
- The Intramural Staff reserves the right to indefinitely suspend any participant or team from intramural competition for behavior detrimental to the mission and purpose of Campus Recreation or UTSA.
- If a player is found to have played on two teams:
  - **Consequences for Playing on Two (2) Teams:**
    - Player will be permitted to play on the first team he/she signed in and played for.
    - Both teams will be notified of the player violation.
    - The second team the player participated with will be deducted one (1) sportsmanship letter grade.
    - Player will receive a *minimum* of one (1) game suspension.
- In case of an illegal player found participating on a team:
  - **Illegal Player Consequences**
    - Team in violation will receive a loss, and opposing team will receive an automatic win.
    - Team in violation will also receive an automatic C sportsmanship rating.
    - Second offense will result in the team being eliminated from the league.
    - Both teams will be notified of illegal player violation.
    - Illegal player is not permitted to play any Intramural sports or activities.
    - An Illegal player consists of a person who is not currently enrolled at UTSA with a minimum of one (1) credit hour.
- **Faculty/Staff:**
  - Must have a Campus Recreation membership in order to participate in Intramural Sports.
  - Faculty/Staff must also present their UTSA ID at each game.
  - Teams found in violation will be deducted one (1) sportsmanship letter grade for each violation.

## **PROTEST:**

- A team captain may only protest eligibility before the game begins or at the time the person whose eligibility is in question enters the game.
- The team may only protest a rule interpretation or eligibility and NOT a judgment call. A timeout must be utilized in order to protest. If the protest is upheld the time-out is not charged to the team.
- A protest must be filed with the Intramural Supervisor on duty before the ball has been snapped for the next play. Once the ball has been snapped, teams can no longer protest the previous play.
- If the protest cannot be decided, that game will continue under protest and will be decided by the Assistant Director of Intramural Sports the next working day.
- All protests during the playoffs will be decided by the Intramural Supervisor/Coordinators on duty.