

Gonzaga University Intramural Department Men's, Women's and Coed 4 on 4 Volleyball Rules

Every player must present a GU ID Card before each contest to be eligible to participate. No exceptions.

Game time is forfeit time!

Team Requirements and Equipment

1. A team consists of (4) four individuals, but may start and finish a game with (3) three individuals. Only the following combinations are acceptable for Co-ed play; 2 men and 2 women, 2 men and 1 woman or 1 man and 2 women.
2. All players must be checked in with the intramural staff before they are allowed to participate.
3. All players must wear non-marking rubber-soled, close-toed athletic shoes.
4. Jewelry may not be worn at any time. Exception of religious or medical jewelry may be worn, but must be taped down.
5. Casts and/or any other item deemed to be dangerous by the official or supervisor may not be worn during the game. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 2 inch of slow recovery rubber or similar material will be allowed.

League Rules

The Game

1. All matches will be given an hour time frame to play up to 3 games. Scoring is best of three games. You may play the third game for fun if a team wins two straight. All games will be rally scoring: Rally scoring means a point is won on each serve, no matter whether the team who won the point served the ball or not. A game shall be won by the team which has earned 25 points. Teams must win by 2 and the game itself will cap at 27 points. If a third game is started and not finished:
 - a. the game will finish if a team is within 3 points of a full game
 - b. if a team is not within 3 points, the team that is ahead will be deemed the winner
2. There will be a two minute intermission between each game.
3. A coin toss at the beginning of the match will determine the choice of court or service. The team which does not serve first in game one will serve first in game two. Teams must switch sides between the first two games. A coin toss will be conducted for the choice if there is enough time for a third game.
4. One time out will be given to each team per game consisting of 1 minute each.

Positioning

1. Players must rotate clockwise on the serve (including first serve for receiving team) and maintain a service order.
2. Co-ed play only: the serving order and positions on the court at service shall be an alteration of male & female, or vice versa.
3. Players are free to position themselves anywhere on the court. There are no positional faults. No restriction exists as to which players may participate in a block or an attack. A service order must be maintained.

Substitutions

1. Players (and their substitutes) must remain in the same relative serving order throughout the game. (Serving order may be changed at the beginning of each game only.)
2. Substitutions are unlimited on the service team.

The Net

1. The ball may be played off the net on serves and throughout the game.
2. A player may put hands under the net in order to play a low ball near the net, provided that he/she does not obstruct an opposing player, touch the floor on the opponents' side or touch the net.
3. Net height: Men – 2.43m (7'11 5/8"); Women/Co-ed – 2.24m (7'4 1/8")

4. Net play: A ball contacting and crossing the net shall remain in play provided contact is entirely within the playing area. The ball is also allowed to hit the net on a service as long as it stays in bounds!

5. Net foul: A net foul occurs while the ball is in play and:

a. a player contacts any part of the net including the cable attachments. It is not a foul when a player's hair touches the net, or the force of the ball hit by an opponent pushes the net or net cables into the player.

b. there is interference by a player who makes contact with an opponent who is making a legitimate effort to play the ball.

Playing the Ball

1. Maximum of three team contacts: Each team is allowed a maximum of three successive contacts of the ball in order to return the ball to the opponent's area. The only exception to this rule is that a block is not considered to be one of the three contacts.

2. Contacted ball: A player who contacts the ball shall be considered as playing the ball.

3. Contact of the ball with the body: The ball may be hit with any part of the body on or above the waist, but cannot come to rest visibly on the body. Contact below the knee is permitted.

Illegal hit: An illegal hit occurs when the ball visibly comes to rest or has prolonged contact with a player. This is a judgment call by the official and cannot be questioned by anyone. Holding, catching, throwing, lifting, and pushing are illegal hits because of prolonged contact with the ball. Rolling is considered an illegal hit because there is continued and steady contact between the ball and the player's body. Attacking or blocking the serve is not allowed.

Double hit: A double hit occurs when a player illegally contacts the ball twice in succession or the ball rebounds from one part of the body to another on a single attempt to play the ball.

1. Simultaneous contact by the opponents:

a. If the ball is simultaneously contacted by two opponents, then the team on whose side the ball falls into shall have the right to play the ball three times.

b. If the ball is held simultaneously by two opposing players, it is a double fault and the official will direct a replay.

Screening

A screen is an intentional act, which obstructs the receiving player's view of the server or the flight of the ball from the server. Screening is NOT allowed.

1. Screening - At the moment of the service, it is illegal for players of the serving team to raise their arms or place their bodies in a position to hide the server and the flight of the served ball.

2. They may not jump or form groups of 2 or more players standing erect and close together to conceal the serve.

Blocking

1. Blocking is the act at the net which intercepts the ball coming from the opponent's side by making contact with the ball as it crosses the net, before it crosses the net, or immediately after it crosses the net. An attempt to block DOES NOT constitute a block unless the ball is contacted during an attempt. The team that has completed a block shall have the right to 3 more team contacts with the ball in order to return it to the opponent's side.

2. Any player participating in a block shall have the right to make the next contact with the ball, such contact counting as the first of the three contacts allowed the team.

3. Hands of the blocker(s) may reach over the net; however, the blocker(s) shall not contact a ball which is entirely on the opponent's side of the net until the opponent's have completed their attack on the ball (after third team contact, or any ball which is intentionally directed across the net toward the blockers' side).

5. Blocking is NOT allowed on the service.

Service

1. The server must serve from the back line.

2. Players must rotate clockwise on the serve (including first serve for receiving team).

3. The server must wait for the official to beckon (blow the whistle and motion with his/her hand) before a serve may be attempted. If the ball is served before the official's beckon, a re-serve shall be directed. During a team's term of service if the ball is served a second time before the official's beckon, then it is a side-out. If

the serve hits the net and still falls inside the non-serving team's court, then the ball is ruled in play. If a serve hits the net and does not fall inside the non-serving team's court, then it is considered to be illegal and a point will be awarded to the non-serving team. The server shall serve from within the serving area and shall not touch the end line or the floor outside the lines marking the width of the serving area at the instant the ball is contacted for the serve. The server's body may be in the air over or beyond the serving area boundary lines, having left the floor from the serving area.

4. A good serve must land on the line or inside the court. If any part of the ball touches the line, then the ball is considered to be "good". If the ball lands out and is not touched by any player on the receiving team before it hits the ground, then a point is awarded.

5. The server has five seconds to make a legal serve. The server may toss and catch a bad toss as long as no swinging motion has been made to attempt the serve. The server is allowed only one re-serve per term of service.

Live ball/Dead ball

1. The ball becomes live when it is legally contacted for the service.

2. The ball becomes dead when:

a. the ball touches the antennas or any part of the net outside the playing court.

b. the ball strikes the floor.

c. the ball contacts a permanent object (excluding the net) above or outside the playing court.

EXCEPTION: a ball striking the ceiling or an overhead obstruction above a playable area shall remain in play provided the ball contacts the ceiling or obstruction on the side of the net extended that is occupied by the team that last played the ball, and the ball is legally played next by the same team.

d. a player commits a fault.

e. a served ball contacts and does not clear the net.

f. the official blows the whistle for any reason.

3. The point shall be replayed if a ball from an adjacent court enters the playing area.

Fouls

The following are fouls and will be penalized by awarding a point or side-out:

1. When a player hits the ball illegally.

2. When a player makes the fourth contact of the ball (blocks DO NOT count as one of the allowed three contacts).

3. When a player touches the net or antennas, except for contact by a player's hair and insignificant contact by a player not involved in the action of playing the ball.

4. When a player's contact the opponent's team court with any part of the body except the feet, hands, or hair. It is not a fault to cross the center line under the net when:

5. Some part of the encroaching foot, feet, or hand(s) remains on or above the center line.

6. The foot, feet, or hand(s) completely crosses the centerline, if the encroachment does not present a safety hazard to the opponents, does not interfere with the opponents, and is not a significant distance from the centerline.

7. The ball has been declared out of play.

8. Any act which results in deliberate delay of game.

9. When a player spikes the ball, which is completely above the opponent's playing area.

10. Disruptive coaching or unsportsmanlike behavior by players or spectators.

Blood Rule

Any player who is bleeding must be substituted for until the bleeding stops. An intramural supervisor or game official has the authority to remove the player from the game. If by removing the player who is bleeding, the team falls below the minimum number necessary to play (5), the following will apply: The game clock will stop and a maximum of five (5) minutes will be allowed for the player to stop the bleeding. Either an intramural staff member or game official must approve the player to re-enter. If the bleeding is not stopped within the allotted five (5) minutes the team will forfeit the game. **THE TIME ALLOWANCE IS ONLY FOR PLAYERS WHO ARE BLEEDING AND THE TEAM CANNOT CONTINUE TO PLAY WITHOUT THEM.**

Forfeits

A team forfeits when the entire team is a no-show or the team does not have the correct number of players to start the game *on time*. When a team forfeits for any reason, that team will receive no higher than a (2) two. The game will not be re-scheduled. The winning team will receive a (3) three for sportsmanship. Teams who forfeit two (2) games for any reason will be dropped from the tournament. For further explanation, see the forfeit policy. Forfeiture of game is not a penalty, but an edict by the Referee.

Defaults

A team defaults when contacting the Director (Shelly at x3977) at least 24 hours in advance of their next game to give plenty of time to notify the opposing team they will be receiving the win. The game will not be re-scheduled. When a team defaults, both teams will receive a (3) three for sportsmanship. **One default is given per team, per regular season play; two or more defaults will count as a forfeit(s).**

Player/Team Conduct

The officiating will be done by an official who is in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in ejection or forfeiture of the game. Spectators must also remain in the designated area. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules. Only a protest of player eligibility or rules interpretation will be accepted. Official's judgment is not protestable.

Individual and team sportsmanship is of the utmost importance to the Intramural program and all of its participants. Certain behaviors will not be tolerated before, during, or after intramural activities (examples, but not limited to):

- a) Actions meant to cause harm to any person.
- b) Verbally abusive or threatening language towards players, spectators, or officials.
- c) Lack of control by individuals or the team.
- d) Alcohol and/or drug use (Refer to Intramural Alcohol and Drug Policy online at <http://www.gonzaga.edu/Athletics/Intramurals/team-information/player-and-team-conduct.asp>)

This is a no-tolerance policy and is under the discretion of the Officials, Supervisors and/or Director to remove players at any point and time before, during or after a game.

Please refer to Team Information at:

<http://www.gonzaga.edu/Athletics/Intramurals/Team-Information/default.asp> for Player and Team Conduct, Unsportsmanlike Consequences, and Disciplinary Actions.