

KETTERING UNIVERSITY
INTRAMURAL SPORTS
VOLLEYBALL RULES

Intramural Sports reserves the right to change or modify the rules at any time for safety or management of the sport.

Official United States Volleyball rules apply to all play except those listed as follows:

Regulations

Safety and health: Kettering University does not assume any responsibility for payments of outside medical expenses (x-rays, emergency room, doctor's fees, etc.). Payments of such expenses are the responsibility of the student.

Scorekeepers/linesmen/officials: two (2) officials will be supplied for each game. Each team is responsible for providing one (1) scorekeeper and one (1) linesman. The scorekeeper is responsible for the scoreboard and the official score sheet. The line judge will call inbounds/out of bounds for the serving lines.

Equipment: equipment is to be set up by officials and Recreation Services employees. Game balls will be provided. Warm up balls, etc. can be checked out from the Recreation Center Equipment Issue with a valid Kettering University card.

Game time is forfeit time: each team should do their part to make sure games are started on time. There will be a 5-minute grace period from the scheduled start of the game. Each team must submit a playing roster for that game on the volleyball score sheet.

Competitions will be determined by match play. The match will be determined by winning the best 2 out-of 3 games. Before the game, the referee conducts a pre-match conference and coin toss in the presence of the two team captains. The winner of the coin toss chooses: the right to serve or to receive the service or the side of the court. The other captain takes the remaining alternative. If the deciding game is necessary, the referee will conduct another coin toss.

Length of game: each game will be up to 15 points, team must serve to score, but the winner must win by two (2) points, no cap. All matches will consist of the best two (2) out of three (3) games. If a third game is necessary it will be played to 15 points, rally scoring, win by two, no cap.

Reschedules: no games will be rescheduled once the schedules are posted.

Must have 5 players present to play. If teams play short-handed, three players must be in front court and two play back court. **No players may wear any type of jewelry.**

Ejections and suspensions

A player will be disqualified from the game after two (2) warnings or one (1) ejection, as determined by the game official. An automatic one (1) game suspension from the next game will be enforced and the player must meet with the Assistant Director of Recreation Services before playing again.

A second ejection or disqualification from a game will result in suspension from all remaining games.

Time-outs

Requests for time-outs may be made by the designated coach and/or by the playing captain when the ball is dead.

Each team is allowed two (2) 30-second time-outs per game.

Between games

1. A maximum interval of two (2) minutes between games of a match.

Rotation

Starting line-up must be maintained throughout the game.

Receiving team rotates 1 position clockwise once they gain serve.

Subs

Fifteen (15) subs max per game.

Unlimited subs at one time.

Player must sub into the same position in the rotation order that left.

Ball in

Boundary lines are in.

Touches any objects above the court on a team's 3rd hit.

Ball out

Touches any objects above the court on a team's 3rd hit.

Out if it touches any objects above and falls on the opposite court.

It contacts the antennae, rope, post, or net outside the antennae/side band.

It completely crosses the vertical plane of the net, partly or totally outside the crossing space.

Touches any of the court dividers.

Team hits

Three (3) hits per team.

A block is not considered a hit.

Unintentional contact is counted as a hit.

Player may not contact the ball with two separate and consecutive motions, except if two or more teammates touch the ball simultaneously and a player makes a hit on the ball after making a block on that ball. **EXCEPTION: A player may make two separate and consecutive motions only on their team's 1st hit.**

If two opponents simultaneously contact the ball and it remains in play, the team receiving the ball is entitled to another three (3) hits, if it goes out, it is the team's fault on the opposite side where the ball went out.

Ball touching the net

The ball may touch the net when crossing except on a serve.

Reaching beyond the net

Blocker may contact the ball beyond the plane of the net inside the antennae, provided the blocker does not interfere with the opponent's play.

Player making a hit can pass hands beyond the net provided the initial contact is made in his/her own playing area or within the plane of the net.

Player can pass hands beyond the net inside the antennae and contact the ball over the opponent's court on his/her team's 1st or 2nd hit provided it is directed back to their own playing area and the ball has not completely crossed the vertical plane of the net.

Penetrating under the net

It is a fault if any part of a player completely crosses the center line.

Contact with the net

It is a fault to touch any part of the net or antennae unless it is accidental and the player was not part of a play.

Player may touch post, rope, or object outside the length of the net as long as it does not interfere with play.

It is not a fault if the ball is driven into the net and causes contact with the player.

Service

The server may serve anywhere along the end line as long as they are not touching the end line when contact is made on the serve.

It is legal to throw the ball in the air on a serve and allow it to fall to the floor without touching it; this can only be done once. **Ball must be reserved within 5 seconds.**

Back row player restrictions

A back row player may only hit the ball across the net from behind the attack line, their feet cannot be in contact with or in front of the line, they may land in the front zone after contact is made.

The back row player may contact the ball on the 1st or 2nd team hit while they are in the front zone if the direction is toward a teammate.

A back row player may only hit the ball across the net from the front zone if the contact is made when any part of the ball is below the top of the net.

Block

Only front row players are permitted to block.

Players may place hands and arms beyond the net to block, inside the antennae, as long as it does not interfere with the opponent's play.

It is legal to block across the net over an opponents' area provided that the opponent has executed an attack hit and the ref judged that the ball would cross over the net if not touched by a player and no offensive player is in a position to make a play on the ball.

Any block across the net after an opponent's 3rd hit is legal, even if the opponent has a chance to make a play on the ball.

One or more blockers may make consecutive contacts as long as the contacts are made in one action.

Blocking faults

Blocker touches the ball in the opponent's space before or simultaneously with the opponent's hit.

Back row player participates in a block **with hands above the net**.

Blocker contacts the ball in opponent's space from outside the antennae

A serve is blocked.

The ball lands out after being blocked.

Corec rules

Team must have at least 2 females on the court at a time.

The net height will be set at the men's height.

One of the max three team hits must be by a female, unless the ball is returned on the first hit.

There must be at least two females in the rotation order during a game.

IMPORTANT DEFINITIONS:

Carry- a fault called if a ball comes to rest in the course of contact by one player. *Note: if you contact a ball with your open hand and lift it up, it is a carry.*