



# IM Volleyball

**ALL PLAYERS ARE REQUIRED TO PRESENT THEIR TEXAS A&M UNIVERSITY-COMMERCE ID IN ORDER TO PARTICIPATE IN INTRAMURAL SPORTS. PLAYERS MAY ONLY PARTICIPATE ON 1 GENDER TEAM AND 1 CO-REC TEAM—REGARDLESS OF DIVISION.**

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.

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):

- Actions meant to cause harm to any person.
- Verbally abusive or threatening language towards players, spectators, or officials.
- Lack of control by individuals or the team.
- Offensive and vulgar language.

**This is a zero-tolerance policy and is under the discretion of the Officials, Supervisors and/or Assistant Director to remove players at any point and time before, during or after a game.**

**If a player is ejected all of the following sanctions will apply:**

- He/She must leave the Morris Recreation Center immediately.
- He/She will be given notification before leaving the site of the scheduled hearing with the IM Governing Board.
- If a player participates in both a gender league and a coed league, participation will be prohibited in all leagues until the hearing occurs.
- If a player is removed from a game and has an additional game the same night, he/she will not be allowed to participate in the later game.

## **Spectators**

- **Spectators must respect the rules and regulations of the Intramural Sports Program—especially those regarding good sportsmanship and the ban on of vulgar/offensive language.**
- Spectators of your team may be subject to receiving team unsportsmanlike conduct penalties.

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## Eligible Players

- Undergraduate and graduate students of Texas A&M University-Commerce that are enrolled in 1 lecture class or 3 hours are eligible to participate in Intramural Sports.
- Faculty and staff of Texas A&M University-Commerce are eligible to participate in Intramural Sports

## Varsity Athletes

- Varsity volleyball players (including red shirted players) are not allowed to participate in Intramural Volleyball.
- Any former varsity player (including those that red shirted) must set out 1 academic year before being eligible to participate in Intramural Volleyball.

## Rosters

- Players may participate on 1 gender team (men's/women's) and 1 coed team—regardless of blue or gold division.
- Any player caught playing for multiple teams in the same league will be suspended from participation.
- Once a player checks in and participates for a team, he/she is locked to that team as an official team member.
- On-site roster additions will be allowed during the regular season.
- Roster additions will not be allowed once the playoffs begin and only those players listed on the IMLeagues.com roster/pre-printed score sheet will be allowed to participate.
- Rosters min: 6 players
- Roster max: 10 players

## Sportsmanship

- Excellent sportsmanship is required for participation in Intramural Volleyball.
- There will be zero tolerance for any behavior that is deemed as poor sportsmanship.
- Captains are the only person that may address the Intramural staff before, during, and after games.
- Absolutely no cursing/offensive language is allowed at Intramural Volleyball.

## Sportsmanship Ratings

- Any team that does not have a sportsmanship rating of 2.75 or better **will not** advance to the playoffs.
- Teams must maintain a 2.75 average during the playoffs.

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## Reschedule Requests

The Intramural Office provides a reschedule request form for any team that cannot participate in a scheduled game. This form must be filled out in the Intramural Office by the team captain requesting the reschedule. The team captain requesting the reschedule is responsible for contacting the opposing team captain to notify of him/her of the desire to reschedule. The opposing team captain **MUST** agree to the reschedule by coming by the Intramural Office to sign the form. Both signatures are required on the form by 5:00 pm on the day prior to the scheduled game—exception: Monday games must have the form completed by Friday at 5:00 pm.

Once both signatures have been obtained, the game will be canceled and rescheduled by the Intramural Office. **The Intramural Office will decide when the reschedule game will take place.** The game will be rescheduled 1 time. If one or both teams cannot play the rescheduled game, it will be declared “no game” and not count as a win, loss, or forfeit. Teams are responsible for notifying the IM Office that they cannot play at the rescheduled time in order to be recorded as “no game”.

## Forfeits

Players are suggested to arrive 10 minutes prior to game start time in order to insure the minimum number is present. However, there is 10 minute grace period for teams to reach the minimum number to avoid a forfeit. Teams that forfeit may not be allowed to participate in the playoffs. The IM Supervisor on duty will have the official game start time/forfeit time clock for all forfeits.

5 minutes after game start time = forfeit of first set

10 minutes after game start time = forfeit of match

A \$20 forfeit fee will be charged to any team that forfeits. Teams will be required to pay this fee by 6:00 pm on the day prior to their next schedule game. Exception: If your game is on Monday, you must by 6:00 pm on the preceding Friday. **AVOID FORFEITS BY REQUESTING A RESCHEDULE!**

## Player Equipment and Uniform

- Players are prohibited from wearing jewelry.
- Players must wear clean-soled tennis shoes: **NO BAREFEET!**
- Players cannot wear hats, bandanas, or hard/unyielding hair devices.
- Players must be dressed in athletic attire in order to participate

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### **Game Location**

- All games will be played in the MRC gym
- PARTICIPANTS MUST BRING THEIR TAMU-C ID IN ORDER TO GAIN ACCESS TO THE MRC GYM AS WELL AS PRESENT TO THE IM SUPERVISOR/OFFICIAL TO PARTICIPATE. NO ID = NO PLAY.

### **Game Format**

- Matches will consist of a best-of-three game series (25, 25, 15).
- Games will be rally scored.
- All games will use a win-by-two format. The first two games will cap at 30 and the third game (if necessary) will cap at 20.
- Each team will be granted one 60-second timeout per game.
- Request for timeouts must occur during dead balls.

### **Start of Play**

- The coin toss or/odd-or-even winner may elect to serve, serve receive, or choose side.
- The losing team of the first game will serve first in the second game.
- If necessary, the losing team of the second game will serve first in the third game.

### **Play**

- Six players per team are allowed on the court at a time.
- A minimum of four players is necessary to begin and continue play.
- Each team is allowed a maximum of three successive contacts of the ball in order to return the ball to the opponent's area.
- Blocks do not count as a contact.
- Blocking or attacking a serve is illegal.
- Serves that hit the net are in play.
- All passes must be clearly contacted, not thrown or lifted.
- A back row player may spike providing that he/she jumps from behind the 10-foot line.

### **Rotation/Substitutions**

- Teams must rotate clockwise after receiving a side-out.
- Teams must rotate subs in at the server's spot.
- Teams must remain in the same rotation order throughout an entire set.
- The libero position is not utilized in Intramural Volleyball.
- In the event of an injury, teams may sub for an injured participant during the dead ball.
- Teams playing with less than 6 must wait until a dead ball situation for additional players to enter into the game. (Example: A team is playing with 5 players and a team member arrives after the game has started. The player must wait until a dead ball situation to enter the game.)

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## The Serve

- A legal serve is contact with the ball to initiate play.
- The ball shall be contacted within 10 seconds after the referee's signal to serve.
- A serve may be contacted anywhere along the end line.

## Legal Play

- The ball must pass between or over the side boundary lines (net antennas as it crossed the net, and in three or less hits)
- If two players contact the ball simultaneously, it counts as one hit, and either player may play the ball again.
- A player may play the ball twice during a volley, but not twice in succession, unless played directly off a legal block.
- It is legal to contact the ball with any part of the body above the waist as long as the ball rebounds immediately and does not "come to rest" against the body.
- When a ball touches a boundary line, it is considered in.
- No kicking of the ball is allowed. If the ball lands on your foot and your foot does not move from the ground, it is considered legal. If your foot comes off the ground, it is considered illegal.
- As soon as the ball begins to cross the plane of the net, the ball may be attacked by either team.
- A player's foot or hand may touch the centerline as long as it does not completely cross into the opposing team's court.

## Court of Play

- A ball striking the ceiling or an overhead obstruction about your court may be played on your own side. If the ball hits the ceiling or an overhead obstruction and goes directly over to the other side it will be a side out with other team receiving a point.
- A ball striking the basketball backboards will be called by the officials as a dead ball, replay, or out of bounds.
- It is permissible to run out of bounds to play a ball. However, if the player enters into the court of play of the bordering court, the ball will be considered out of bounds.

## Coed Modifications

- Six players per team are allowed on the court at a time (3 males/3 females)
- A minimum of four players is necessary to begin and continue play (with a minimum of 2 females)
- If playing with 5 players, a gender may not outnumber the other by more than 1. Example: you can play with 3 males/2 females, but you cannot have 4 males/1 female on the court.
- Each team is allowed a maximum of three successive contacts of the ball in order to return the ball to the opponent's area. If a team uses two or three hits to return the ball, a female must be one of the hits.
- You must keep the gender ratio the same during rotation.

**Updated October 15, 2012**

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