

IM Sports - 6 on 6 VOLLEYBALL RULES

USA Volleyball rules with these IM modifications and the IM General Rules will apply.

MEN'S & WOMEN'S TEAMS (Fall Semester): 6 players on the court, a team may play with as few as 3 players. Any additional players to bring the team up to 6 can join a game in progress.

CO-REC TEAMS (Spring Semester): (*Co-Rec specific rules are listed in ITALICS*) Teams of 3 men and 3 women alternating in the rotation on the court. Co-Rec teams may play with as few as 3 players, provided the difference between genders is no greater than 1 (ie. 2 men, 1 woman OR 1 man, 2 women). Any additional players to bring the team up to 6 can join a game in progress.

Specific rules for teams playing with 3, 4 or 5 players: Teams playing with less than 6 will simply rotate their players with no loss of serve. There are no open spots or ghost players. When playing a game with 5 players, all players except the two most recent servers will be considered front row players. When playing a game with 4 players, all players except the current server will be considered front row players. When playing with 3 players – all 3 players are considered front row eligible. *Co-Rec teams must alternate genders in the rotation as much as possible.*

FORFEITS: GAME TIME is FORFEIT TIME !!! No grace period. One forfeit and your team will be dropped from the competition. Teams will also be dropped after 2 defaults.

FORFEIT - if NO players are on the court by game time.

DEFAULT - if a team does not have the minimum number of players at game time (3), or if a team calls the IM office prior to 4:00 pm on game day to request a default.

MATCH: A match will consist of three timed **RALLY SCORING** games. A team's overall record will be used to determine who qualifies for the playoffs. This places equal importance on all three games.

Fall semester = 15 minute games, running clock, 30 point cap, win by 1.

Spring semester (*Co-Rec season*) = 12 minute games, running clock, 20 point cap, win by 1.

TIEBREAKERS: if a game is tied after the last rally as time expires... this tiebreaker will be used...

- A set of up to 7 points will be played.
- First team to score 4 points wins the tiebreaker.
- Each team serves twice, consecutively.
- The team who won the final point at the end of regulation will serve to start the tiebreaker.

START OF MATCH: A coin toss with winner choosing either: serve, receive, or the court side. Other team gets the remaining choice. Second game: the team that received serve in the first game will now serve first and both teams will switch sides. Third Game: a second coin toss will occur; and the teams will change sides after 7.5 minutes, *Co-Rec season switches at 6 minutes.*

SUBSTITUTIONS: **(NEW)** There is **NO LIMIT** to the number of substitutions per game, per player. Substitutions are allowed only when the ball is dead, and after the referee has signaled the sub(s) onto the court. All substitutions must be made within 10 seconds or the official will award the opponent a delay of game point. Only one request per team for substitutes is permitted per dead ball. A player re-entering a game **MUST** take their original position in the serving order. *Co-Rec: Women may sub for women and men may sub for men.*

ROTATION ON THE COURT: Rotation occurs when a receiving team has gained the right to serve. All players will rotate clockwise one position. Rotation does occur after the 1st change of serve in the game.

TIME-OUT: Each team may use one time-out per game. The time-out is one minute long. The game clock will stop during timeouts. A "Time-Out" may only be requested by the captain on the court. The penalty for a second time-out is a point awarded to the opponent. A delay for an injury is an official's time-out.

SERVICE: A serve that contact the net within the antennae and goes over the net is a legal serve. One service tossing error will be permitted per service. The server may serve from anywhere behind the end line and within the sideline boundaries. **Wait for the Whistle** - then serve within 5 seconds. All players on the court must be in their proper rotation when the ball is served. Serving out of turn results in loss of points and/or a side-out, depending on when it is discovered. Players may not: attack or block a served ball or screen the view of the server from opponent. After the serve, players may exchange positions for

the play, a back row player may move to the front row to set, however, they may NOT block or spike in front of the attack line. When the ball becomes dead, all players must return to their original positions before the next serve is delivered.

MINOR Leagues & CO-REC: NO Jump Serving. When Major and Minor leagues cannot be maintained separately the "no jump serving" rule will still apply.

PLAYING THE BALL: A maximum of 3 contacts (in addition to blocks) is allowed per team. All contact with the ball must be clean and not held (including lifted, thrown, carried, pushed or caught). **The first contact made by a team may be a successive contact. A successive contact is a clean, double contact made during one single attempt to play the ball.** Simultaneous contact of the ball by more than one player is considered one contact and either player may participate in the next contact. It is recommended that hard served balls and spikes NOT be received with the fingers. Any part of the body may be used for contact with the ball - as long as the contact is clean. **Co-Rec:** *There is no rule regarding male/female sequence of hits.*

BLOCKING: A team that has partially blocked or tipped a ball, which remains live on their side of the court, has the right to a total of three other contacts in order to return the ball. The block or tip does not count as one of the team's three contacts. Any player may make the next contact with the ball. Successive contacts may occur during a single blocking action. A blocker's hands may break the plane of the net, BUT may not contact the ball until the opponent has hit the ball in a return attempt.

OUT-OF-BOUNDS: A ball that hits on a court boundary line is in-bounds. The entire ball must always pass over the net, within the antennas, to be in-bounds. A player cannot touch or catch a ball and call it out-of-bounds. The ball is dead if it touches anything outside of the court boundary lines. If the ball goes past the sideline of the next court it is out-of-play. **CEILING RULE:** A ball that contacts the ceiling or any other overhead object is playable by the same team. You cannot play the ball into your opponent's court off the ceiling or an overhead object.

CENTER LINE: The center line is common ground for both teams. Any part of a player's body may touch the centerline. Only a player's hand, foot or feet may cross into the opponent's court; provided some part of that hand, foot or feet remain on or above the center line.

PLAYOFFS: The team with the best overall record from each league at the end of the regular season will advance to the single elimination playoff bracket. Ex. A team that plays 5 regular season nights (3 games each) could finish with a 14-1 record. Playoff games will be scheduled all four nights of the week (Mon-Thur). **Playoff Game Format:** will be a best of 3 games, rally score match, no time limits.

ELIGIBILITY: Current PSU ID+cards must be shown at each game to participate.

PSU Varsity Volleyball players are ineligible for Intramural volleyball. Former varsity letter winners of any collegiate program may not participate in the same sport until one full year after receiving the letter. Anyone who has been declared a Professional Athlete in a sport may not compete in that sport or "like" sport until one full year from the date of his or her last contest.

CLUB Volleyball Players: Traveling team club members are limited in IM volleyball to TWO per team, AND if in an OPEN division, they must play in the MAJOR league.

DO YOU SUSPECT INELIGIBLE PLAYERS??? use the following procedure...

Notify the official immediately. Don't let the game continue.

Identify the player in question to an Intramural Supervisor on duty.

If you discover ineligible players after the game is over, talk to an IM staff member ASAP, or file a written protest at the IM Office within 24 hours of the match.

PROTESTS: If a team captain wishes to protest the interpretation or application of a rule, they must request an official's time out immediately following that play and the IM supervisor should be consulted. Judgment calls cannot be protested.

QUESTIONS: Intramural Office, Room 2, IM Bldg., 8am-4:30pm (M-F), (814) 865-5401

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