



## VOLLEYBALL RULES

### *General IMS Policies and Procedures*

All participants are required to complete a waiver of liability form each year. All participants in intramural sports activities assume the risk of injury. Rice University, its employees and agents shall not be liable for injury to person, loss, or damage to personal property arising from or in any way resulting from participation in the intramural sports activities.

Official USVBA rules will be used with the following additions, exceptions, and clarifications. *If you have further rules questions, please contact [ims@rice.edu](mailto:ims@rice.edu) or the professional staff members of the competitive sports staff.*

Captains are required to read the general IM Rules and Eligibility, and inform their team of any changes to policies and/or procedures!

### *Starting the Game*

The first team with six players at the game site and the score sheet filled out will have the choice of taking the ball or choosing a side for the first game. Teams will switch sides of the court for the second game, and the team who did not serve to start the first game shall serve to start the second game. A coin toss will determine possession if a third game is necessary. Each team must have at least four players for the game to begin.

### *Equipment of Players*

The ball, net and standards will be provided by Intramural Sports. The net height for the Men's and Coed play will be the 43 mark on the red standards. The net height for the Women's play will be on the 25 mark. Proper shoes are required; no jogging or black soled shoes, cleats, street shoes. All players must remove all jewelry before a game begins.



## *Length of Matches*

Matches are best-of-three rally-scoring sets. A set (except the deciding, 3rd set) is won by the team which first scores 25 points with a minimum lead of two points. In the case of a 24-24 tie, play is continued until a two-point lead is achieved. However, if neither team is able to win the game by two or more points, the first team to score 30 points shall win the game, even if they only have a one-point lead. If a third set is necessary, it is played to 15 points (20 point hard cap) with a minimum lead of two points.

## *Substitutions*

Teams are allowed an unlimited number of substitutions per set. Each incoming sub must follow the rotation pattern from where they have entered the game and each sub must complete at least one serving turn before he or she has been replaced.

## *Scoring Method*

All sets will be played with rally scoring.

## *Service*

The ball shall be hit with one hand or any part of the arm, and does not have to be tossed or released from the hand(s) before being contacted. Before the ball is contacted players cannot step on or over the service line. After a player contacts the ball they may step on or over the service line. The receiving team may not block a serve, if this happens it will result in a point for the serving team.

\*\*\*In the regular season, each server is allowed 1 serve and 1 “drop” without penalty. (This rule was added to encourage more play among beginner level participants).

## *At the Net*

All players should avoid touching the net. A player may touch any part of the net so long it does not apply a disadvantage to the opposing team making a play on the ball. Game officials may call a “net violation” when players touch the net (intentionally or inadvertently) that is a disadvantage for the opposing team. Players may step underneath the net as long as they are not interfering with the play of the opposing team.



While over the midcourt line and under the net, if a player is interfering with the play or makes contact with an opposing player, they will be ruled under the net and the opposing team will receive the point.

### *Contacting the Ball*

Players may not contact the ball twice in a row. Blocks do not count as a contact. If a player contacts the ball twice in a row it will be called a double and the opposing team will receive the point. When contacting the ball players may not catch and throw the ball. If a player catches and throws the ball it will be called a lift and the other team will receive the point. Any body part may be used to play the ball.

### *Team Captains*

The team captain will be the only person to discuss issues with officials. The captain or coach will be in charge of calling time-outs, substitutions etc.

### *Club Players*

Only one club player will be allowed on the floor at a time for Recreational games. For College games the number of club players on the floor at a time is unlimited.

### *Time Outs*

Each team is allowed two time outs per game (30 seconds in length) equaling 6 total timeouts per team for a 3 game match.

### *Rafters*

If a ball is hit into the rafters, it is ruled out of bounds. EXCEPTION: If a team hits the ball into the rafters above their side AND it comes down on their side, it is still considered in play. (Note: A ball is considered to have been hit “into the rafters” if it makes contact with or passes through them.)



## *Coed Volleyball Rules*

In addition to the general Intramural Volleyball rules:

1. An official team is composed of three men and three women. Games may not start with less than four players.
2. If a team has only five players to start a game, three must be women, unless otherwise agreed by the other team's captain.
3. Anytime the ball is played more than once by the same team, a female must be involved in the play (no specific order is required). PENALTY: side out

Please Note: All final decisions to eligibility and game rules will be at the discretion of the Assistant Director for Intramural Sports

### **FURTHER QUESTIONS OR COMMENTS MAY BE DIRECTED TO:**

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