INDOOR and SAND VOLLEYBALL RULES

GENERAL RULES:
1. Six players compose a volleyball team. A minimum of 4 players is required to start the match or game. If at any time a team has less than 4 players they will forfeit the game. All team members must be on the roster.
2. 25 points (with at least a two-point advantage) determines the winner. A tie game is played until one team is ahead by two points. No game shall exceed 27 points. If teams are tied at 26-26, the first team to score the 27th point shall be the winner. A match is 2 out of 3 games.
3. One team time-out per game, not to exceed 45 seconds. (The manager should notify the referee after the ball is dead.)
4. No protest involving the judgment of an official shall be accepted.
5. A ball hitting the boundary line is in.
6. All players must be in their own court on the serve.
7. The ball must be cleanly hit and may not be thrown, palmed, or lifted.
8. Players may never touch the net.
9. Back row players cannot come in front of the attack line to spike or block.
10. Any ball hitting the ceiling, the wall, the backboards, or the curtain is a dead ball. The ball may cross the plane of the ceiling as long as it does not touch anything.
11. Each team must have a manager.

GENERAL COED RULES:
1. Six players compose a volleyball team (3 men and 3 women) who will be placed in alternate positions on the floor. A minimum of four players is required to start the match or game. The number of men should never exceed the number of women while playing. All team members must be on roster.
2. When more than one player on the team touches the ball, one of those touches must be by a woman. If only one contact is made on a side, a man or a woman may make that contact. Multiple contacts need not proceed in any specific order (hits may be male – male – female; female – male – female, etc.)
3. All other general rules above apply.

MANAGERS’ RESPONSIBILITIES:
1. Inform team of game times and playing courts.
2. Arrive at least fifteen (15) minutes before game time.
3. Have the team roster recorded on the score sheet prior to game time. If the game is still being played on your court, he/she may obtain score sheets from the supervisor.
4. Choice of odd or even by the manager will determine the choice of serve, receive or the side of court.
5. The manager represents the team and is held responsible for the actions of its members.
6. The manager is the only player who may carry on a discussion with the officials. Any other player addressing the officials will receive a yellow card.
7. The manager is responsible for knowing and understanding all rules, including eligibility rules as stated in the Intramural Handbook. He/she must also ensure that all his team members are eligible according to those rules.
8. Each A division team will be allowed a maximum of 3 current Club Volleyball players. Club players are not allowed to play in the B or C divisions.
FORFEITS AND PROTESTS:
1. **GAME TIME IS FORFEIT TIME!** The supervisor will declare all forfeits.
2. In the event both teams fail to appear, the game will be declared a double forfeit.
3. Protests, other than eligibility, must first be made on the area of play immediately following the incident in question. The manager must notify the officials of the protest. The official will notify the supervisor, who will attempt to solve the problem. If the problem cannot be resolved, the supervisor will record all game conditions, which will be referred to the IM Office. The game in question should be completed.
4. All protests, except those regarding eligibility, must be made in writing to the Intramural Director no later than 12 noon the day following the contest in question.
5. Protests may only involve improper application of game rules, not the Officials judgment.

RULES OF PLAY:
- **Foot Fault**
  - Server steps on or over the end line at the moment he/she contacts the ball.
- **Illegal Hit**
  - Ball visibly comes to rest momentarily on any part of the body above and including the waist.
- **Legal Serve**
  - Putting the ball into play over the net into the opponent's court. The ball may contact the net providing it lands in the opponent’s court.
- **Match**
  - Contest between 2 teams in which the first team winning 2 games is considered the winner.
- **Out of Bounds**
  - Any surface or object outside the court (except a player) in the act of playing the ball.
- **Rotation**
  - Act of shifting positions in a clockwise direction.
- **Serving Order**
  - Sequence of service of a team's player, which coincides, with the official method of rotation.
- **Term of Service**
  - Server continues to serve until they serve the rally.
- **Three Contacts**
  - The ball may be contacted a total of three times by a team before it is sent over the net.
  - **EXCEPTION:** A block is not considered a team contact.
- **Body Contact**
  - The ball may be played legally by any part of the body.

SPECIFIC RULES:
1. **SUBSTITUTES:** To allow equal playing time for all team members and to help ease the official's job, unlimited substitution will be used.
2. **PUTTING THE BALL INTO PLAY:** All players must serve from the service area. The server must wait for the "begin service" signal from the official before serving. A re-serve will be directed by the official should the player serve before the whistle.
3. Whoever wins the rally, wins a point.
4. **SIDE OUT:** The ball is awarded to the other team after the serving team fails to make a legal serve or if they fail to legally return the ball into the opposing team's court.
5. **NET BALL:** A ball hit into the net on the return may be hit again, providing the previous hit was not the third hit or the serve and the players do not touch the net.
6. REACHING OVER THE NET: A follow through over the net is allowed provided there is no contact with the net. Reaching over the net is permitted during:
   a. the follow-through of a hit made on the player's own side;
   b. an attempt to hit;
   c. a fake hit;
   d. a block or attempt to block, provided that the blocker does not interfere with offensive play on the opponent's court.

7. BLOCKING: If two (2) or more players from the opposing team contact the ball simultaneously above the net, any of the players involved are eligible to participate in the next play, which shall be considered the first hit on their side. If one (1) or more player(s) from the same team is attempting to block and is contacted by the ball, this player is eligible to participate in the next play, which shall be considered the first contact for the team. Players may not block a serve.

8. DOUBLE FOUL: A double foul will be called when players on opposing teams commit a foul simultaneously. In case of a double foul, the play shall be replayed.

9. When a ball rebounds from one part of a player's body to another in an attempt to save a hard-driven spike or serve, not already touched by a teammate, it is considered one (1) legal hit.

10. Rally scoring will be used for all games of a match. In rally scoring a point is awarded after every dead ball regardless of which team serves the ball, i.e.: Team A serves into the net. Team B leads 1-0.

** In cases of question, official National Federation rules will be followed.

*** CARD SANCTIONS
Red and Yellow Card Sanctions are now being administered for improper conduct.
A yellow card signifies a warning.
A red card signifies a point or side-out.
Two yellow cards for one person are equivalent to one red card.
Two red cards consequent an ejection from that game.
Card sanctions carry over into each game.

HARASSMENT OF OFFICIALS WILL NOT BE TOLERATED!

INCLEMENT WEATHER UPDATES:

Call 414-288-1558, Monday-Friday after 4:00 p.m. and Sunday after 10:30 a.m.

TEAM MANAGERS ARE RESPONSIBLE FOR KNOWING THE INTRAMURAL SPORTS RULES AND REGULATIONS.

WEBSITE: http://www.gomarquette.edu/recsports/pages/im/index.htm