



Campus Recreation
DIVISION OF STUDENT AFFAIRS

INTRAMURAL VOLLEYBALL RULES

Current NFHS rules will govern all rules not specifically noted.

PLAYING AREA

- Net Height: Men's & Co-Rec (7'11 5/8" / 2.43m), Women's (7'4 1/8" / 2.24m).
- A ball is out of bounds and becomes dead when it touches the floor completely outside the court's boundary lines. A ball that touches the boundary lines is in play.
- The ceiling, walls, and court dividers are out of play.

PLAYER EQUIPMENT AND UNIFORM

- **Jewelry is not allowed** for safety reasons. Medical or religious medals must be removed from chains or taped/sewn under the uniform. Hair barrettes are permitted to secure hair.
- Sweatbands or bandanas worn as sweatbands are permitted; however, hats and other bandanas are not permitted. A guard, cast, brace made of hard and unyielding leather, plastic, pliable plastic, metal, or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.
- Supports are permitted on other parts of the body if they are soft and yielding or all exposed metal and other hard parts are padded with at least 1/2" of foam rubber (or 1/4" closed cell, slow recovery foam rubber).

TEAMS AND SUBSTITUTES

- Teams may have a maximum of 6 players on the court and must have a minimum of 4 players to start and continue a match.
- The roster maximum per team is 12 players.
- Player substitution may be made when the ball is dead, upon making the request to the referee.
- A team is allowed an unlimited number of subs on a player-for-player basis.
- Before the start of the match, all participants must record their names and student numbers on the scorecard.
- A team is allowed to have a maximum of 3 Campus Recreation membership holders and a maximum of 2 UTA volleyball club members. Active varsity members may not play Intramural Sports (please refer to the Intramural Sports Handbook for more information).

GAME FORMAT

- All games shall consist of the best 2 of 3 sets.

- The first 2 sets will be played to 21 points, win-by-2, with a cap of 25 points.
- The third set, if necessary, will be played to 15 points, win-by-2, with a cap of 15 points.
- A coin toss will determine which team gets to decide between serving or choice of court for the first set of the match. The team captains will call the toss. The loser of the toss will get the remaining option.
- After the first set, the teams will switch sides.
- A new coin toss is performed before the third set, if necessary.

TIMEOUTS

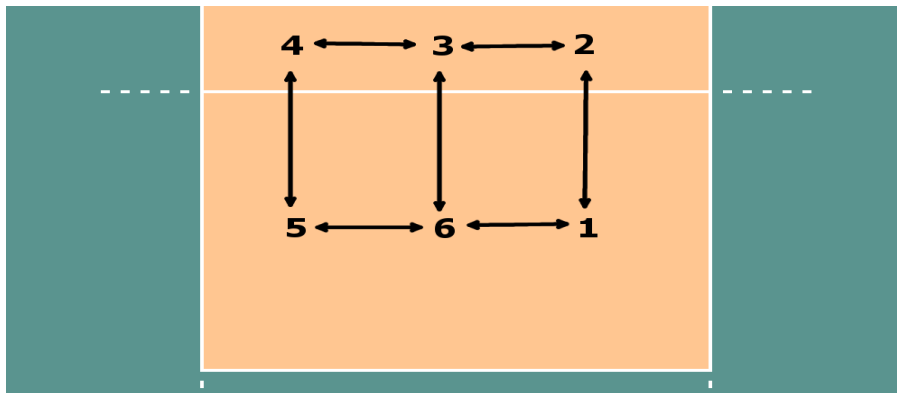
- The captain may make requests for timeouts when the ball is dead. Each team is allowed 1 30-second timeout per set. Timeouts do not carry over to the following sets.

LATE TEAM PROCEDURE

- Game time is forfeit time.
- If 1 team does not have the required 4 players to start, the present team will receive an automatic win for the first set, and the absent team will have 10 minutes to reach the minimum 4 players. If they reach a minimum of 4 players, the match will begin in the second set. If they do not reach a minimum of 4 players 10 minutes after game time, the match will end with the present team ready to play receiving the win. Final Score = 2-0, Sportsmanship = 4 (winning team); 0 (forfeiting team).

GAME RULES

- Teams have 3 hits to return the ball to their opponent across the net. This includes all contacts, both intentional and unintentional.
- The ball may be touched with any part of the body.
- The ball must be hit cleanly and not held (including lifted, pushed, carried, or thrown).
- A blocker may contact the ball beyond the plane of the net, provided that the blocker does not interfere with the opponent's play.
- A player is permitted to pass hands beyond the net after the attack/hit provided that the ball is contacted while within their own playing space or within the plane of the net.
- Players have 5 seconds after the referee's ready-for-play whistle to serve the ball to their opponent.
 - The player serving may not step on or over the serve line until after contacting the ball.
- A player may not reach into the opponent's space under the net and interfere with the opponent's play.
- Back row players must jump from behind the 10-foot attack line, or any part of the ball must be below the top of the net to attack from the back row positions.
- A single player may contact the ball twice consecutively only if the first contact is a block.
- If a player's action causes the player to contact the net during play, whether accidentally or not, with any part of the player's body or uniform, it shall constitute a fault.
 - Hair does not constitute a fault.
- When the receiving team has gained the right to serve, its players rotate one position clockwise: the player in position 2 rotates to position 1 to serve, the player in position 1 rotates to position 6, etc.
- Players must respect their rotational order until the serve is contacted.
- Failure to rotation will result in a loss of serve and the opposition gaining a point.



CO-REC MODIFICATIONS

- Teams may only have up to 3 females and 3 males on the court during Co-Rec games.
 - No more than 3, and no less than 2 of each gender even when playing short.
- Players on the court and serve order must alternate male/female.
- Teams DO NOT need both genders to hit the ball if there are multiple hits before sending it over the net.