

BOSTON UNIVERSITY INTRAMURALS
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INTRAMURAL VOLLEYBALL

*****PLAY AT OWN RISK--Players are reminded that they participate in Intramural Sports at their own risk. Boston University cannot accept liability for the injury of participants in the Intramural Sports Program. Team Captains need to make sure that their players are aware of this before being allowed to participate.*****

For the list of general IM Sports policies, please visit our webpage:

<https://www.bu.edu/fitrec/recreation/clubsims/intramural-sports/forms-policies/>

CAPTAIN'S MEETING - There will be a team captain's meeting. The Captain's Meeting Schedule can be found at: <http://www.bu.edu/fitrec/sports/intramural-sports/fall-volleyball/> . Each team **MUST** have a representative present. If a team is not represented they waive their right to veto any schedule change proposed at the meeting, and may forfeit their right to future schedule change requests. Bring along this sheet for a reference to discuss the different items. Schedules will also be handed out at this time.

GENERAL VOLLEYBALL RULES:

A. NUMBER OF PLAYERS - A team is comprised of six players. Teams may start a match with five players. If at any time a team has less than five players available to play, regardless of reason, the match will be declared a forfeit.

B. GAME SCORING/NUMBER OF GAMES - A match will consist of *all three games being played and counted in the win-lost record*. Scoring will use the Rally Point System to 25 points. A game is completed when one team scores 25 points and has at least a two-point advantage. Should a team reach 25 points without a two-point advantage, the game will continue until a team has a two-point advantage. All games will be played fully, unless there is a time issue. If the games take too long, the referee will have the power to shorten the last game (Make the game to say 17, instead of 25). Teams will be informed of this possibility before the game begins.

C. FORFEITS - If a team does not have enough players to start within five (5) minutes of the scheduled start time, that team will forfeit the first game. Should the team not have enough players within 15 minutes of the scheduled start time, that team will forfeit all three games.

D. RALLY SCORING - All games will use the Rally Point System (There is a point awarded on each serve/play. The serving team wins the rally, scores a point, and continues to serve; the receiving team wins the rally, scores a point, and rotates to serve).

E. START OF GAME/ORDER OF SERVE - Choice of serve or side will be done by a coin toss with captains prior to the start of the game. The winner of the coin toss will have the choice to serve first in the first and third game, or defer the serve. The loser of the coin toss will have choice of side they want for the first game. Teams are to exchange courts at the *end of each game & during the 3rd game when one team reaches 8 points. If the teams forget to exchange at eight points, they will do so as soon as it is discovered and the score will stay the same.*

F. PLAYER SERVE - The first server is the right back player and they may not touch the end line before the ball is contacted. **They may serve anyplace along the baseline, not just the right back corner as in the past.** They may strike the ball with their hand in any manner-sidearm, underhand, or overhand. The referee will sound the whistle and signal for serve to take place before each serve. If a player serves the ball before the whistle from the official, it will be a re-serve. After the whistle a player has approximately five seconds to attempt the serve. A re-serve shall be called when the server releases the ball for service, then catches it or lets it drop to the floor. The referee shall cancel the serve and direct a second and **last attempt** at serve. Tape-serves (A serve hitting the net and continuing to the opposing teams' side of the net) are allowed.

G. NET HEIGHT, BOUNDARY LINES, CENTER LINE, ETC. - Men's and co-rec height will be 8 feet for the net, and women's height will be 7 feet 4 inches. If the ball touches the boundary line, it is good. For the ball to be legal it must pass between or over the side boundary line as it crosses the net. The center line (under/net) may be stepped on but not over.

H. TIME BETWEEN GAMES/TIME-OUTS - The maximum time between games of the match is three minutes. One time-out is allowed to each team per match in the regular season. One time-out per game is allowed in the play-offs. Time-outs shall not exceed 30 seconds. The referee will use their judgment for time-outs for injuries.

I. SUBSTITUTION RULE - Teams may substitute using either back line method or individual basis. It will be assumed they are using the backline method unless they specify otherwise to the official before start of game.

***Backline (Center Back) Substitutions:** All substitutions must take place from the right back server when he/she rotates to center back. On this type of substitution; (a) it is unlimited and (b) it is an option to substitute or not during this rotation.

***Individual Substitution:** Substitution can be on an individual basis at any place/position on the court. A person may only re-enter the game for the same person that substitutes for him/her. Substitution is unlimited.

J. BLOCKING - Players may only play the ball on their side of the net, except when blocking a spiked ball or blocking any third hit by the opposing team. A block at the net is not counted as a hit

toward the maximum of three allowed by one team before it is returned to the other side. After the ball is contacted on the serve, players may interchange positions anywhere, but back line players may only spike ten feet from the net and they may not block at the net.

K. BALL PLAYED ABOVE WAIST - The ball may be played with any part of the body above and including the waist (It may not be played deliberately with the knees, feet, etc.). **NOTE: **Some Volleyball Rules Associations allow deliberate contact with the legs, feet, etc., BUT BU Intramurals Does Not**)**

L. DEFINITIONS OF PLAYER ACTIONS (Pass, Attack, Block) - **Pass**-A play in which the ball is hit into the air so another player can get into position to contact the ball. The ball may be passed with a forearm pass, overhead pass (setting action), set, or dig. **Attack**-Any play adding force and /or direction to the ball with intention of returning the ball to the opponent. A team's third hit is always considered an attack. The ball may be attacked with a spike, tip/dink, dump, or overhead pass.

Block - A play approximately arm's length from the net in which a player(s), whose hand(s) is raised above the head, contacts the ball near the top of the net in an attempt to prevent the ball from crossing the net (excluding a served ball), return the ball immediately, or deflect the direction of the ball. A block may involve wrist action provided there is no prolonged contact.

M. RECEIVING THE SERVE/LEGAL SETS/DOUBLE CONTACTS - You may set a serve. A serve may not be blocked or spiked (i.e. You may not attack the serve). To be legal, sets should be in front of or even with the forehead and not below the chin. **NOTE: **On a hard serve, or hard driven ball, double contact of the ball with the body is allowed as long as the ball remains in continuous motion and the action is not deemed intentional. Double contacts are not allowed in any other situation.**

N. BALL OUT-OF-BOUNDS/OBJECTS ABOVE COURT - In order for the ball to be out-of-bounds, the ball must land completely over the boundary line. If any part of the ball touches the line, it is "IN". If the ball makes contact with any object above playing floor, (beams, ceiling, basketball hoops, etc.) it will be considered side-out or point for the other team.

O. DANGEROUS PLAY - For safety reasons, Dangerous Play (to yourself or another player) may be applied by the official on any play that causes a player to leave a reasonable area around the court. If the official feels the player or spectator could be a risk, the ball will be blown dead and ruled out-of-bounds. This includes any players entering another court (whether they have already played the ball or not), getting near walls, spectators, players warming up, etc.

P. UNSPORTSMANLIKE CONDUCT VIOLATIONS - When the referee sees or hears an action or response that is unsportsmanlike conduct they may administer a card. This may be for a player, bench, or fans of the team.

Warning (Yellow Card)--For a first minor offense, a yellow card is administered at the first dead ball. No penalty is assessed.

Penalty (Red Card)--For a second minor offense by the same individual OR a single serious offense, a red card is administered at the first dead ball. A point/side-out is awarded the opponent.

Disqualification (Yellow & Red Card)--For a third minor or second serious offense by the same individual, OR a single, flagrant offense, the yellow and red cards are displayed apart (usually at the first dead ball). The offender is disqualified for further participation in the match, and must leave the gym. They will also miss their team's next game. A point/side-out is awarded the opponent.

Q. OFFICIALS JUDGMENT - All decisions of officials on judgment (whether a ball was held, thrown, etc.) are not subject to protest. The referee shall have the power to warn, declare a side-out, or point, or to disqualify from the game or match any player who is guilty of unsportsmanlike conduct to official, opponents, etc. All other rules not covered in these rules will be governed by USAV Rules.

CO-REC RULES: The following rules are applied in co-rec only:

1. NUMBERS OF PLAYERS - Teams are made up of three men and three women and must alternate male/female, male/female, etc. in the rotation. Teams may play with five players, but there

may never be a difference of more than one male to female, or female to male players on the court at any one time.

2. **MALE/FEMALE PLAYING THE BALL** - If a team uses more than one hit/play on its side, each gender must have played it once before hitting it back over.

3. **BACK LINE MALES** - A male player may come from the back row to block if only one male is in the front row at the time of service, but they may not spike.

•• All other rules not covered in the BU Intramural Rules are played in accordance with USAV Rules.