

# Yale Intramurals

## Fall Volleyball Rules

Applicable for Coed Fall Volleyball



### THE TEAM

There will be six players on each side with unlimited substitutes. A team must start a game with a minimum of five players. There shall be a captain for each team and he/she is the only player permitted to speak with the officials on matters pertaining to the match. The captain is also responsible for submitting the names of all players to the referee before game time. Captains are responsible for discipline and proper conduct of their teams.

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### THE GAME

**Boundaries:** If any part of the ball lands on any boundary line, it is considered inbounds.

**Hitting:** Each team is allowed a maximum of three successive contacts of the ball in order to return the ball to the opponent's side. A block is not a hit.

**Scoring:** Each score is counted as one point and only the serving team scores. The first team to win two of three games will win the match. The first and second game are 15 point games, the third game is tto 15 points with rally scoring. In order to win a game a team must win by two points (i.e. 15-13, 16-14, 17-15). First service will be determined by a coin flip.

**Substitutions:** There is unlimited substitutions, however, a returning player must enter for his/her position or must wait one full rotation of his/her original position before entering another position.

**Ten Foot Line:** A line parallel to the net which determines positioning for players. Back line players may not block or hit the ball overhand across the net unless their jump starts from behind the ten foot line.

**Timeouts:** Each team has two 20 second timeouts in each game.

### LATE POLICY

Games must start within ten minutes of the scheduled starting time. If a team fails to appear: after ten minutes, then the team or teams that are late forfeit one game; after twenty minutes, the the team or teams forfeit the match.

### ELIGIBILITY

All undergraduate students and persons associated with a residential college who meet general eligibility requirements except former varsity volleyball award winners and current varsity, junior varsity and club players, and graduate students are eligible to participate. Current players are defined as women who practiced or played with the team on or after October 1 and men who practiced or played with the club after November 30. Instances involving special consideration require a review by the Athletic Secretaries Ad Hoc Eligibility Committee.

### DEFINITIONS AND RULES

to block or hit the ball unless their jump begins behind the 10' line.

**Ball Contact:** The ball may be hit with any part of the body above and including the waist. When two players of the same team contact the ball simultaneously, this is considered as two contacts, and neither of the players may make the next play on the ball. Contacting the ball over the net above the opponent playing area before the opponent's action to send the ball toward the opposite side is made, shall

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constitute a foul. Crossing the vertical plane of the net with any part of the body, with the intent of interference or distraction of the opponent, while the ball is in play, constitutes a foul. A point or side-out is declared when a player touches the net or the antennae. If the ball is driven into the net with such force as to cause the net to contact a member of the opposing team, such contact shall not be considered a fault on the part of the latter.

**Carry:** When the ball comes to rest momentarily in the hands or arms of the player which is a form of illegal contact with the ball.

**Double Hit:** A player cannot hit the ball twice simultaneously except when it is the first contact with ball after it comes from the other team's side in the form of a "hit".

**Hit or Spike:** Hitting the ball with one hand, over head and following through either while in the air or from a standing position. A hand or hands passing over the net after a spike is not a fault. When the ball, after having touched the top of the net and the opponent's block, returns to the attacker's side, this team then has the right of three more contacts in order to return the ball to the opponent's area.

**Point:** Only the serving team can score a point (except when rally scoring is in effect) after the receiving team commits a foul or fails to return the ball to the serving team's side.

**Rotation:** After every side-out the receiving team rotates one position clockwise before becoming the serving team; after the service, players may move from their positions but back row players cannot jump

**Service:** The act by which a player on the serving team puts the ball in play, hitting it anywhere beyond the back line to the receiving team's side of the court. In Room H at the instant the ball is hit for service, no part of the server shall be in contact with the end line or the court. In the Main Exercise Room the server shall be within one foot of the end line at the start of the serve. The referee will signal side-out and direct a change of service to the other team when the served ball touches the net. Also, it is illegal for the players of the serving team to wave their arms, jump or form groups of two or more players for the purpose of forming a screen to conceal the action of the server. If the player serves before the referee's whistle, the service is cancelled and a reserve will be directed. No back line player from the receiving team may be as near the net as the corresponding front line player, and, the middle player in the front and back rows may not be closer to the sidelines than the player next to him/her in that line. Players cannot block, set or spike a serve (however, a hit above the waist with hands clasped is not considered a set).

**Side-Out:** When the serving team fouls or fails to return the ball to the receiving team. No points are scored and possession changes.

## PROTESTS

Protests involving eligibility may be made by any captain or Athletic Secretary against any team and must be made during or immediately following a contest. Once notified the team captain is required to present that player's valid photo ID for verification. If no ID is available then the captain must submit a brief statement that includes the name of the person in question and the circumstances of eligibility. If a person is found to be ineligible, all games in which he/she participated or were suspected of having participated are recorded as losses and any awarded Tyng Cup points are withdrawn.

All other protests involving misinterpretation of the rules must be made at the time of the incident. Play must be stopped and may not continue until the protest is resolved on the spot by the game officials with the aid of the governing rules of the game, or if necessary by final decision of the Intramural Supervisor. Any team that disputes the result and refuses to continue play will default the contests.