



DEPAUL

Campus Recreation: Intramural Volleyball 4v4 Rules

Any rule or interpretation not covered in these rules will be governed by the NFHS Volleyball Rules. Some minor modifications have been implemented for the intramural program to encourage sportsmanship, provide for the safety of the participants and to adhere to time restrictions.

RULE 1: Facility, Playing Areas, and Equipment

- I. Facility - Ray Meyer Fitness & Recreation Center
- II. Playing Areas - Goldberg Courts (3rd level) 4 playing surfaces - one or two courts will be available for intramural play depending on season/league numbers.
- III. Equipment-
 - a. Ball: Campus Recreation will provide a game ball
 - b. Practice balls: a practice ball may be checked out from a supervisor with proper (DePaul University) picture I.D.
 - c. Shoes: each player must wear court shoes.
 - d. Headwear: all hats and bandannas are illegal. The only legal headwear is a sweatband.
 - e. Jewelry: all jewelry is illegal (including rings, earrings, necklaces, bracelets, watches, etc.)
 - f. Casts: no casts are allowed.
 - g. Net Height: Co-Rec (7'7)

NOTE: Officials of each game will determine legality of all equipment. A player wearing illegal equipment will not be permitted to play.

RULE 2: Responsibilities of Captains, Players, Teams, & Spectators

- I. All team members are required to know the rules of the game and to abide by them.
- II. The team manager and/or playing captain is responsible for the discipline and proper conduct of team members and spectators. Any difficulties with a person's conduct will be handled through the manager.
- III. The playing captain is the only player who may address the officials, but only on matters of rule interpretations. Judgment calls that are protested may result in penalty for the offending team.
- IV. Sportsmanship Ratings
 - a. Teams are rated on sportsmanship nightly based on their behaviors before, during and after each contest. Possible ratings include: "Outstanding, Acceptable, Unacceptable, or Season Ending".
 - b. Teams receiving an "unacceptable sportsmanship rating" will need to meet with the Assistant Director of Intramurals before the team is eligible to participate in any further games. A second unacceptable rating will result in a team being removed permanently from further play.
 - c. Teams receiving "Season Ending ratings will be subject to immediate removal from the league and possible further sanctions with the Dean of Students office.
- V. Spectators
 - a. May observe intramural activities and must comply with the policies that have been set by the Campus Recreation staff.
 - b. The team manager is ultimately responsible for the conduct of their spectators.

- c. Indoor sports, i.e., basketball, floor hockey, soccer, and volleyball, have limited spectator seating; therefore admittance of spectators may be limited. Outdoor sports, i.e., flag football, soccer, and softball; there is no limit to the number of spectators a team may have present. Spectators are to encourage and support their teams, not to berate or attempt to intimidate the officials or opponents.
- d. Any volatile or unruly acts by a spectator will be handled by Campus Recreation staff and if necessary referred to the Dean of Students. Campus Recreation wants spectators to know that they are part of the game. Their participation is important to the outcome of the game. Have fun and encourage own team, rather than discourage opponent or the officials. Remember the team a spectator is cheering for may be adversely affected if behaviors are inappropriate.

RULE 3: Team Composition and Eligibility

- I. Player eligibility: All DePaul University students, faculty and staff with proper I.D. are eligible provided:
 - a. The player is not already participating with another team in the same division (open, women or co-rec).
 - b. The player has not competed as a varsity athlete (or been red-shirted) in a parallel sport(s) in the previous one year (calendar year). If playing with an ex-varsity college athlete, the team must be in the competitive division.
 - c. No more than two current club members of a parallel sport may be listed on any roster (additionally, if playing with a current club member or former varsity athlete, a team may have no more than two club members/ex-varsity athletes).
 - d. All players are required to provide their DePaul I.D. to officials prior to game time to be eligible to play. No exceptions.
- II. IM Leagues
 - a. Will be used for all scheduling which means that each player must register with IM Leagues.
 - b. Their first and last name MUST match the name on their student, faculty, or staff ID card in order to be eligible to participate.
 - c. Captains MUST accept each player to their playing roster. After they are on the IM Leagues score sheet AND have signed the waiver they will be eligible to play.
 - d. Teams are permitted to add eligible members throughout the season until the playoffs (league play) or until the semi-finals of a tournament.
 - i. Additions must be made in accordance with the policy on adding players.
 - e. A player must have played in at least one previous game to be eligible for the playoffs (league play) or semi-finals (tournament play).
- III. Required Players
 - a. The game shall be played between two teams of four (4) players each.
 - b. Two (2) players are required at game time to avoid a forfeit.
- IV. Shorthanded Teams
 - a. A team cannot play with less than two players. If a team becomes incomplete, (less than two players) for any reason, and there are no substitutes available, the shorthanded team will lose by forfeit.
 - b. A team which loses two players due to ejection in the same contest will be forced to forfeit that contest.
- V. Substitutions

- a. Players may substitute during dead ball situations by entering in at the serving position.
- b. Team members should inform an official before entering.
- c. Players must remain in the game for a full rotation before being substituted for (exception: injury).

RULE 4: Playing Time

- I. A legal match shall consist of the best two out of three games with a 45 minute time limit.
 - a. Each of the first two games will be to 25 points win by two, rally scoring (with a cap at 30 points).
 - b. If a third game is necessary teams will play to 15 points win by two, rally scoring (with a cap at 17 points). Teams will switch sides when one team reaches 8 points.
 - c. If the match is not complete when the 45 minute time limit expires, the following will govern play:
 - i. If in the second game, the team ahead is declared the winner of the game. If this ties the match at one (1) game each, the third game will start immediately to ten (10) points.
 - ii. If in the third game and one team is ahead, who has scored ten (10) or more points, the match is over. If neither team has ten (10) or more points, the game will continue to ten (10) points only.
- II. Time outs
 - a. Each team is entitled to one time-out per game.
 - b. These time-outs are not to exceed 30 seconds in length.
- III. Injured player
 - a. Any player that is injured (or apparently injured) and is discovered by an official when the ball is alive or dead will be required to sit out at least until the next substitution opportunity (after the ball becomes live again).
 - b. Any player that is found to be bleeding must immediately be removed from the game and must receive attention to stop the bleeding.
 - c. If in the official's judgment there will be an unusual delay (more than 30 seconds) to administer the first aid, the player who is bleeding must be substituted for.
- IV. Captain-Referee Conference
 - a. When a team requests a charged time-out for a rule interpretation or scoring conflict, the referee will confer with both team captains.
 - b. If the referee determines the rule was misapplied or the score was incorrect, the time-out will be recorded as an official's time-out rather than a team time-out.
 - c. If the ruling or score is found to be correct, the time-out will remain as a charged team time-out.

RULE 5: Commencement of Play and the Service

- I. A coin flip will determine who serves first; the team losing the coin flip will serve to start the second game. If a third game is needed a coin flip will determine who serves.
- II. The service-

- a. The ball must be hit with one hand (open or closed) or any part of the arm while the ball is directly in the hand, dropped or tossed.
- b. The server must be behind the end line.
- c. The server has five seconds after the official's whistle to serve.
- d. If the server elects not to hit the ball after releasing it for service, s/he may catch the ball or allow it to drop to the ground and will then be allowed a re-serve once per rotation.
- e. If the ball is served before the official's whistle for service, a re-serve will be directed. A second occasion during the same match by the same team results in a side-out.

III. Serving faults

- a. A side-out/point will be awarded if any of the following occurs:
 - i. Ball passes under net
 - ii. Ball touches antenna or does not pass over the net completely between the antennas or their indefinite extensions
 - iii. The server commits a foot fault
- b. A serve contacting the net which subsequently goes over the net WILL remain in play!

IV. Screening

- a. The players of the serving team may not prevent the receiving players from viewing the server or trajectory of the ball.
- b. Screening is illegal and a fault.

V. Positions of players at the service

- a. At the time the ball is contacted for the serve, the placement of players must conform to the service order.
- b. In the four person game the individual in the back right (service position) is the only player with back row requirements (i.e., the player may not participate in a front row block or attack the ball in front of the 10 foot attack line. See Rule 6)

VI. Before the start of a new game, the serving order may be changed.

RULE 6: Playing the Ball

I. Maximum of three-team hits

- a. Each team is allowed three successive hits of the ball in order to return the ball to the opponent's playing area.
- b. Blocking does not constitute a team hit.

II. Contacted ball

- a. A player who contacts the ball, or is contacted by the ball in other than a blocking action, shall be considered as having played the ball.
- b. Such action constitutes a team hit.

III. Contact of ball with body

- a. The ball may contact any part of the body.
- b. A legal contact is a touch of the ball by any part of the player's body
- c. Simultaneous contacts with the body
 - i. The ball may contact any number of body parts, providing such contacts are simultaneous and that the ball rebounds immediately and cleanly after such contact.

IV. Successive contacts

- a. A player may have successive contacts of the ball during a block followed by a single attempt to make the first team hit of the ball coming from the opponents, even if the ball is

blocked, provided there is no finger action used during the effort and the ball is not held or thrown.

- b. Any other player contacting the ball more than once, with whatever part of their body, without any other player having touched it between these contacts will be considered as having committed a double hit.

V. Held ball (carry)

- a. When the ball visibly comes to rest in the hands or arms of a player, it is considered as having been held.
- b. The ball must be hit in such a manner that it rebounds cleanly after contact.
- c. Scooping, lifting, pushing, or allowing the ball to roll on the body shall be considered a held ball.

VI. Attacking the serve

- a. It is illegal for the receiving team to attack a served ball.
- b. A return of serve may be passed or set (played with hands above head).

VII. Attacking over the opponent's playing area

- a. A player may not attack the ball on the opponent's side of the net.
- b. If the ball is hit above the top of the net and then the follow through causes the attacker's hand and arm to cross the net without contacting an opponent or the net, such action is legal.

VIII. Back row attacker

- a. A back row player who is forward of the attack line must contact the ball when part of the ball is below the top level of the net when returning the ball to the opponent's playing area.
- b. The restriction does not apply if the back row player jumps from clearly behind the attack line and, after contacting the ball, lands on or in front of the line.

IX. Blocking

- a. Blocking is the action close to the net that intercepts the ball coming from the opponent's side by making contact with the ball before it crosses the net.
- b. An attempt to block does not constitute a block unless the ball is contacted during the effort.
- c. A blocked ball is considered to have crossed the net.
- d. Only players who are not considered back row at the time of the serve may participate in a block.
- e. Multiple contacts of the ball by a player(s) participating in a block shall be legal provided it is during one attempt to block the ball.
- f. Multiple contacts of the ball during a block will be counted as a single contact, even though the ball may make multiple contacts with one or more players of the block.
- g. Any player participating in the block shall have the right to make the next contact, such contact being the first of the team's three hits.
- h. Back row players may not block or participate in a block, but may play the ball in any other position near or away from the block.
- i. Blocking a served ball is a fault.
- j. Blocking of the ball across the net above the opponent's playing area shall be legal provided that such contact of the ball is:
 - i. After a player has attacked the ball, or in the official's judgment, intentionally directed the ball toward the opponent's playing area; or,
 - ii. After the opponents have completed their three hits; or,

- iii. After the opponents have hit the ball in such a manner that the ball would, in the official's judgment, clearly cross the net if not touched by a player, provided no member of the attacking team is in a position to make a legal play on the ball; or,
- iv. If the ball is falling near the net and no member of the attacking team could reasonably make a play on the ball.

X. Ceiling/Net Contact

- a. A ball that is hit which contacts the ceiling and remains on the same side of the net may be played again by that team providing the team has not used the maximum number of hits.
- b. A ball that contacts the side curtain or basketball backboard and/or supports will be OUT.
- c. A ball that is hit which contacts the ceiling on the opponent's side of the net will be declared dead and out of play (side out if team was serving) and point to opponent.

RULE 7: Play at the Net

I. Ball crossing the net

- a. To be legal, the ball must cross the net entirely between the antennas or their assumed indefinite vertical extension.

II. Player contact with net

- a. If a player contacts the net during play, with any part of the body or uniform, other than hair, including that portion of the net outside the antennas, it is a fault.
- b. If the ball is driven into the net with such force that it causes the net to contact a player, such contact is not a fault.

III. Simultaneous contact by opponents

- a. If opponents contact the net simultaneously, it shall constitute a double fault resulting in a play over (replay).

IV. Crossing the center line

- a. Contacting the opponent's playing area with any part of the body except the feet is a fault.
- b. Touching the opponent's playing area with a foot or feet is not a fault providing that some part of the encroaching foot or feet remains on or above the centerline.
- c. It is not a fault to enter the opponent's area after the ball has been declared dead.
- d. It is not a fault to cross the assumed extension of the centerline outside the playing area.
- e. While across the extension of the centerline outside the court, a player of the attacking team may play a ball that has not fully passed beyond the plane of the net. Opponents may not interfere with a player making a play on the ball.
- f. A player who has crossed the extension of the centerline and is not making a play on the ball may not interfere with an opponent.

V. Ball penetrating or crossing the vertical plane

- a. A ball penetrating the vertical plane of the net over, below or outside the net, may be returned to a team's side by a player of that team provided the ball has not completely passed beyond the vertical plane of the net when such contact is made.
- b. When the ball is penetrating the vertical plane above the net, opponents have an equal right to play the ball.

RULE 8: Player Ejection

- I. The court monitor/supervisor/official has the right to disqualify any individual at any time for any unsportsmanlike conduct. Malicious play will not be tolerated.
- II. Extremely offensive conduct (obscene or insulting word gestures) towards Intramural staff, spectators or other players results in ejection of a team member(s) from the game in which the offense occurred.
- III. Ejected individuals must leave the playing area and possibly the gym. If they are asked to leave the gym they will be given one minute to gather their belongings and depart. Further delay will result in team forfeiture.
- IV. Reinstatement Procedure
 - a. All players ejected from an intramural contest, for any reason, must set an appointment to meet with the Assistant Director before they or their team is eligible to participate again.
 - b. Ejected players will serve an automatic one-game suspension with the severity of the conflict dictating further suspensions.
 - c. This suspension will not begin until the meeting has taken place.
 - d. A player who is ejected from two contests during a season will not be eligible for playoff competition.
- V. The Assistant Director reserves the right to impose further penalties against the player(s) or team at his own discretion.