

WESLEY COLLEGE INTRAMURALS VOLLEYBALL RULES

GENERAL INFORMATION:

ELIGIBILITY

1. THE TEAM CAPTAIN MUST MAKE SURE THE TEAM ROSTER IS SUFFICIENTLY COMPLETE BY GIVEN DEADLINE. ALL PLAYERS' NAMES MUST BE ON THE ROSTER AND ELECTRONICALLY SIGNED THE APPROPRIATE INFORMATION VIA IMLEAGUES IN ORDER TO PARTICIPATE.
2. EACH TEAM MUST SUBMIT THE \$20 REGISTRATION FEE BY THE GIVEN DEADLINE. CHECKS MAY BE MADE OUT TO "WESLEY COLLEGE." TEAMS THAT FORFEIT ONE OR FEWER (NONE) GAMES WILL RECEIVE A REFUND OF \$10 AT THE END OF THE LEAGUE. REFUNDS WILL BE DIRECTLY DEPOSITED INTO THE WESLEY COLLEGE ACCOUNT OF THE TEAM MEMBER WHO PAID THE FEE. TEAMS FORFEITING TWO OR MORE GAMES WILL NOT RECEIVE A REFUND.
3. IT IS THE TEAM CAPTAIN'S RESPONSIBILITY TO NOTIFYING HIS/HER TEAM WHEN AND WHAT TIME THEIR GAMES ARE.
4. ALL PARTICIPANTS MUST BE FULL-TIME STUDENTS AT WESLEY COLLEGE UNLESS OTHERWISE PERMITTED BY THE COORDINATOR FOR INTRAMURAL SPORTS.
5. CAPTAINS MAY ADD OR DELETE PLAYERS FROM THEIR ROSTER PRIOR TO THEIR TEAM'S LAST TWO REGULAR SEASON GAMES THROUGH IMLEAGUES. SPECIFIC INSTRUCTIONS WILL BE COMMUNICATED TO ALL TEAM CAPTAINS DURING THE CAPTAINS MEETING.
6. PLAYERS MUST COMPETE IN AT LEAST 2 REGULAR SEASON GAMES TO BE ABLE TO PLAY IN THE PLAYOFFS UNLESS OTHERWISE PERMITTED BY THE COORDINATOR FOR INTRAMURAL SPORTS.

**ALL PLAYERS MUST ABIDE BY THE POLICIES IN THE INTRAMURAL HANDBOOK,
AVAILABLE ONLINE AT WWW.STUDENTLIFE.WESLEY.EDU**

**ALL PLAYERS ARE REQUIRED TO PRESENT THEIR WESLEY COLLEGE ID PRIOR TO EVERY
GAME. THOSE WHO FAIL TO SHOW THEIR ID WILL NOT BE ALLOWED TO PARTICIPATE.**

FORFEITS:

IF A TEAM IS UNABLE TO FIELD ENOUGH PLAYERS FROM THEIR ROSTER WITHIN 5 MINUTES OF THE SCHEDULED GAME TIME THEY WILL FORFEIT THE GAME. IF A TEAM FORFEITS MORE THAN 2 GAMES DURING THE SEASON THE TEAM MAY BE REMOVED FROM THE LEAGUE AT THE DISCRETION OF THE INTRAMURAL COORDINATOR.

IF A TEAM FORFEITS, THE WINNING TEAM WINS THE MATCH WITH A SCORE OF 3-0.

**PLAYERS ARE NOT PERMITTED TO COME TO GAMES INTOXICATED, OR UNDER THE
INFLUENCE OF DRUGS. IF IT IS SUSPECTED THAT SOMEONE HAS BEEN DRINKING OR
ENGAGING IN ILLEGAL SUBSTANCES, THEY WILL NOT BE ALLOWED TO PARTICIPATE AND
ASKED TO LEAVE THE PREMISES**

RULES AND REGULATIONS:

GAME PLAY

- A TEAM WILL CONSIST OF 6 PLAYERS ON THE FLOOR AT ONCE.
 - A MINIMUM OF 5 PLAYERS IS REQUIRED TO START THE GAME.
 - ONE OF THE PLAYERS ON THE FLOOR MUST BE A FEMALE.
- SERVICE OF THE BALL WILL BE DETERMINED BY A COIN TOSS AT THE BEGINNING OF THE MATCH.
 - WINNER OF THE COIN TOSS GETS TO SERVE FIRST IN THE FIRST AND THIRD GAMES, THE OPPOSING TEAM SERVES FIRST IN THE SECOND GAME.
 - WINNER OF THE COIN TOSS CHOOSES WHAT SIDE THEY WOULD LIKE TO PLAY ON.
 - TEAMS ALTERNATE SIDES AFTER EACH GAME.
- A MATCH WILL BE BEST OF 3 GAMES WHICH ARE 5 MINUTES LONG OR FIRST TO 15 POINTS WHICHEVER COMES FIRST. IF THE BUZZARD SOUNDS TO END THE GAME IN MID VOLLEY THE GAME IS OVER AND THE POINT WILL NOT COUNT.
- THE GAMES ARE RALLY SCORING. THIS MEANS THAT A POINT IS AWARDED TO A TEAM AFTER EVERY FAULT.
- FAULTS CONSIST OF:
 - THE BALL TOUCHES THE FLOOR
 - THE BALL IS HELD, THROWN, OR PUSHED.
 - A TEAM HAS PLAYED THE BALL MORE THAN THREE TIMES CONSECUTIVELY.
 - A PLAYER PLAYS THE BALL TWO TIMES CONSECUTIVELY.
 - A PLAYER TOUCHES THE NET
 - IF THE BALL GOES OUTSIDE OF THE COURT OR STRIKES AN ITEM WHICH IS OUT OF PLAY.
 - IF THE SERVER TAKES MORE THAN 5 SECONDS TO SERVE THE BALL ONCE THE WHISTLE IS BLOWN.
 - THE SERVER STEPS OVER THE SERVICE LINE.
 - IF THE BALL GOES OUTSIDE OF, OR HITS, THE ANTENNAE.
 - A PLAYER CONTACTS THE NET DURING PLAY.
- A TEAM IS ALLOWED THREE CONTACTS OF THE BALL (NOT INCLUDING IF THE BALL IS BLOCKED).
- IF OPPONENTS CONTACT THE NET SIMULTANEOUSLY IT IS CONSIDERED A DOUBLE FAULT AND PLAY CONTINUES.
- IF TWO PLAYERS SIMULTANEOUSLY HITS THE BALL IT WILL BE COUNTED AS ONE HIT, AND ANY PLAYER MAY THEN PLAY THE BALL.
- THE SERVER MUST SERVE THE BALL FROM BEHIND THE SERVICE LINE BUT INSIDE OF THE WIDTH OF THE COURT.
- A SERVE MAY HIT THE NET AS LONG AS IT GOES OVER THE NET.
- A BALL MUST BE HIT CLEANLY, THE BALL MUST NOT COME TO REST AT ANYTIME OR IT WILL BE CALLED A CARRY.
- THE BALL MAY HIT ANY PART OF THE BODY.
- THE BALL MAY BE PLAYED OFF THE NET EXCEPT ON A SERVE.
- A PLAYER MAY CONTACT THE STANDARDS (POLES) AS LONG AS IT DOES NOT AFFECT THE PLAY OF THE GAME.
 - IF IT AFFECTS THE PLAY OF THE GAME IT WILL BE CONSIDERED A FAULT.
- IF A PLAYER INTENTIONALLY CROSSES THE CENTERLINE (ARM, FOOT, LEG, ETC.) IT WILL BE RULED A FAULT.

- WHEN SPIKING THE BALL A PLAYER MAY FOLLOW THROUGH ON THE OTHER SIDE OF THE NET BUT MAY NOT TOUCH THE NET.
- WHEN BLOCKING THE BALL, A PLAYER MAY ACCIDENTALLY FOLLOW THROUGH ON THE OTHER SIDE OF THE NET, BUT MAY NOT TOUCH THE NET.
- IF A FOREIGN OBJECT ENTERS THE COURT DURING PLAY THE REFEREE MAY STOP PLAY TO CLEAR THE FLOOR, THE SERVE WILL THEN BE PLAYED OVER.
- NO BLOCKING A SERVE.
- IF A TEAM SERVES OUT OF ORDER ALL OF THE POINTS THAT THE SERVER (WHO SERVED OUT OF ORDER) EARNED DURING THAT PARTICULAR SERVING STREAK WILL BE TAKEN AWAY AND SERVE WILL BE GIVEN TO THE OPPOSING TEAM.
- WE EXPECT THAT YOU ROTATE SERVERS. THE ROTATION SHOULD LOOK LIKE THIS:

1 - 2 - 3
 6 - 5 - 4
THE VOLLEYBALL NET
 4 - 5 - 6
 3 - 2 - 1

SUBSTITUTION MAY BE MADE AT ANYTIME BUT THE ROTATION MUST BE KEPT.

- IF THE BALL HITS THE CEILING IT IS CONSIDERED OUT OF PLAY IF IT GOES OVER THE NET, OTHERWISE THE BALL IS IN PLAY.

SCORING

- ANYTIME A FAULT IS COMMITTED A POINT IS GIVEN TO THE OTHER TEAM.
- THE GAMES WILL BE RALLY SCORING TO 15 STRAIGHT.
- BEST OF 3 GAMES WINS THE MATCH.

SCHEDULING AND RESULTS:

- TEAMS SHOULD PLAN TO ARRIVE TO GAMES 5-10 MINUTES BEFORE THE SCHEDULED START TIME.
- IF A TEAM CANNOT PLAY AT THE SCHEDULED TIME, THEY ARE RESPONSIBLE FOR CONTACTING OTHER TEAMS TO SEE IF THEY CAN SWITCH GAME TIMES FOR THE SAME NIGHT OF PLAY.
- AFTER EVERY GAME THE RESULTS OF ALL THE GAMES AND TEAM STANDINGS WILL BE UPDATED ON THE IMLEAGUES WEBSITE.

PLAYERS AND EQUIPMENT:

- ALL PLAYERS MUST SHOW THEIR WESLEY COLLEGE ID TO THE STUDENT MANAGER
- PLAYERS CANNOT WEAR ANY JEWELRY, HATS OR ANYTHING THE OFFICIALS DECLARE DANGEROUS
- CASTS OR BRACES MADE OF HARD SUBSTANCE MUST BE COVERED BY PADDING
- IT IS RECOMMENDED THAT ALL THE PLAYERS ON A TEAM WEAR THE SAME COLOR.
- MUST WEAR RUBBER-SOLED GYM SHOES
- PLAYERS MAY ONLY PLAY ON ONE TEAM
- FIGHTING WILL RESULT IN DISQUALIFICATION OF BOTH TEAMS.
- SPORTSMANSHIP COUNTS!!!!
- ONLY ONE VARSITY PLAYER ON COURT AT A TIME PER TEAM