

Life University Intramural Volleyball
Rules & Regulations
Updated: Winter 2010

Basics:

- Teams consist of six on six, but a game may begin with only 4 players
- The first serve of the game will be determined by a coin toss
- A match consists of 2 out of 3 games
 - Games will be rally scoring, played to 21 with a 25 point cap (win by 2)
 - The final game will be 15 point rally with a 17 point cap (win by 2)

Play

- The server must stay behind the service line until after they have served the ball
- If a ball lands on the line it is considered to be in and a point will be awarded
- If a ball hits the ceiling but stays on the same side of the court, it is still in play
- If a ball hits the ceiling and crosses over the net it is considered a dead ball and a point will be awarded to the opposing team
- All players must be on the court when the ball is served. The referee will blow the whistle to notify the server to serve the ball
- Each team is allowed three hits per rally. A block does not count as one of the three hits
- A serve may not be blocked
- A served ball can touch the net
- A player may not touch the net while the ball is in play
- A player may not carry or throw the ball during a rally
- All players must rotate with each service change
- A referee may elect to replay a point if they could not see or was obstructed during play
- A player cannot touch the ball twice in a row during a rally unless the first touch was a block
- Players may switch positions during rally but must assume their original positions once the rally is over

Substitutions

- A substitute player may enter the game during any dead ball
- A team may choose to rotate players in throughout the game prior to their service change

Logistics

- The net will be 7 ft 11 5/8 inches
- Games will be held in the upper gym on Tuesday evenings
- Referees are supplied by the Department of Athletics