



CAMPUS RECREATION

Illinois State University

Intramural Roundnet RULES OF PLAY

Please consult the [Intramural Sports Participant Handbook](#) for the complete list of Intramural Sports rules.

General Information

- Prior to Game Time:
 - Players must check in at the court they are scheduled to play. Valid IDs must be presented at check-in. Acceptable forms of IDs are:
 - Current Illinois State University student ID.
 - Current faculty/staff ID with photo ID.
- NO ALCOHOL OR TOBACCO is allowed at any intramural venue. Anyone found consuming alcohol or using tobacco products will be asked to leave the facility and may face additional disciplinary action. Participants who appear to be under the influence will also be asked to leave.
- Location for all intramural sport activities can be found on IM Leagues.
- Please give yourself plenty of time to get to your games ahead of schedule. Remember that all team members must be signed in and ready to play at game time to avoid a forfeit.

Players

- Teams shall consist of two (2) players.
- A speaking captain must be designated for each team. She/he alone may appeal to the supervisor, and then only on interpretations of the rules. Games are self-officiated. Any discrepancies must be settled by team captains immediately. If they cannot decide, the Competitive Sports Supervisor will make a ruling and play will continue. If a protest occurs, the game is to be stopped immediately and proper documentation must be filled out before play resumes.
- Please reference the [Intramural Sports Participant Handbook](#) for any eligibility or sportsmanship clarification.

Equipment

- Intramural Sports will provide all roundnet equipment.
- **NOTE:** You must schedule an appointment with a Competitive Sports Administrator prior to playing if you have a special equipment need (i.e. religious or medical). All equipment decisions made on site by the Competitive Sports Staff on duty shall be final.

Game Regulations

- Tournament sports will be structured as a round robin play followed by a single elimination playoff for qualifying teams.
- Each game will be rally scoring to 21 points (must win by two) with a cap of 25 points.
 - In rally scoring, points are awarded for sideouts in addition to normal scoring opportunities for the serving team. Thus, the defending team has the ability to score points as well as the serving team.
- Points are scored when:

- The ball isn't hit back into the net within 3 hits.
- The ball hits the ground.
- The ball hits the rim (including clips); unless during the first serve attempt which is a "let".
- The ball does not bounce off the net in a single bounce. It must clear the rim in order to be good.
- There is an illegal serve on the second serve or another infraction occurs.
- Each team has up to three (3) hits per possession but does not need to use all three (3) hits.
- Hits must alternate between teammates if the team is taking multiple hits to return the ball.
- After the ball is returned into the net, the order resets.
- The ball must be hit, not be caught, lifted, or thrown.
- Any part of the body can be used to hit the ball however, players cannot contact the ball twice in a row regardless of what part of the body used.
- If a defensive player attempts to play a ball when it is not his/her turn, his/her team loses the point.
- If a player hits a shot off the net then the ball hits his/her teammate, his/her team loses the point.
- If a player hits a shot off the net then the ball hits himself/herself, his/her team loses the point.
- Serving:
 - Opposing players line up across from each other. Before the ball is served any players not receiving the serve must be 6 feet from the net, the returner can stand at any distance.
 - The receiving team sets position first. The server stands directly across from the receiving player. Only the designated receiver can field the serve.
 - The ball must be tossed up from the server's hand before it is hit. Therefore, it cannot be hit out of the server's hand.
 - The server will have two (2) opportunities to toss and legally serve the ball to the net. If the server does not like the toss, he/she needs to let the ball drop to the ground.
 - The server must start behind the "service line" (at least 6 ft. away from the net). The server's feet may not cross the service line until after the ball is contacted.
 - The server must stay stationary until the ball is served (no jump serves).
 - The ball must come cleanly off the net on a serve. However, serves can be as hard or as soft as the server likes and drop shots are allowed.
 - Serves must be below the receiver's raised hand.
 - If the ball can be caught by the receiver, it must be played.
 - If the ball is too high, the receiver must call "let" before his/her teammate touches the ball.
 - If the serving team cannot hit a legal serve on the second try, the point/and serve are lost, the other team will begin service.
 - Once the ball is served, players can move anywhere around the net.
 - After a server wins the point, the serve must change positions with his/her teammate so he/she is directly across from the other member of the receiving team. The four players serve in the same sequence throughout the match, changing the server each time a rally is won by the receiving team.
- If the ball bounces off the rim and net simultaneously and goes in an awkward direction a team can call "pocket". This will result in a redo of the point and service remains the same.
- If the ball contacts the rim, also called a "rimmer", at any time after the serve, it is dead, and a point and the serve will be awarded to the other team.
- Defensive players must make an effort to get out of the offensive team's way. If a member of the defensive team is in the way of a play on the ball, the player being blocked must call "hinder" and the point is replayed.
 - The offensive team must have a legitimate play on the ball to call "hinder."

Grace Period

- If at game time a team is not ready for play, a 10 minute grace period will be automatically enacted.
 - Step 1 - 0 – 9:59 minutes, a team which is not ready to play will be penalized and start the down one (1) game and cannot receive more than a 3 sportsmanship rating.
 - Step 2 – Competitive Sports Supervisor will call forfeit at the 10 minutes if a team is not ready for play (dressed, on the court, signed in) mark and a forfeited team will receive a 0 sportsmanship rating.

Minutes Late	Penalty	Sportsmanship
0-9:59 minutes	Lose first game of match (1-0)	Max 3
10 minutes	Forfeit	Max 0

Mercy Rule

- There will be no mercy rule for Intramural Roundnet.

Playoffs

- In order to make the playoffs, teams must meet the following criteria:
 - The top two teams of each pool will advance to a single elimination playoff, unless otherwise specified by Competitive Sports Admin.
 - The team must maintain at least a 3.5 team sportsmanship rating throughout the season.
 - No team that forfeits any regular season game will be allowed to participate in the playoffs.
- Teams are able to add players to their roster at any point, including playoffs.