



CAMPUS RECREATION

Illinois State University

Intramurals 6-on-6 Volleyball League Rules RULES OF PLAY

National Federation Rules govern all play.

GENERAL RULES

1. A team shall consist of 6 players. A team may start with a minimum of 4 players to avoid a forfeit. In COREC, a team consists of 3 men and 3 women. If the team starts with four players, two players must be women. A team cannot play with fewer than 4 players. A team may begin with 5 players (3m/2f or 2m/3f).
2. If a team is not ready to play at the scheduled start time of the game, a forfeit will be declared. (Game time is forfeit time). Each team will be granted one sixty second timeout per game. No more than 2 minutes between games.
3. A game shall consist of **21 points**. Rally scoring will be used throughout all matches where a point is awarded for every play. The third game will be played to 15 points, switching sides at 8 points. The team that wins two games out of three will determine the winner of the match. Teams must win by two points, with no cap on any game. The third game will be played to 15 points, switching sides at 8 points.
4. A coin toss before the first game will determine which team will serve to begin the match. The winner of the coin toss has the option to serve, receive, or choose a side. Service and side will alternate for the second game, with the team receiving in the first game serving to begin the second.
 - a. An additional coin toss will determine service for the third game. In the case of a third game, teams will switch sides when a team first reaches 8 points.
5. In COREC, if 6 players are on the court, there must always be a man and a woman positioned next to each other. The figure below shows positioning. Once the ball is served, players are unrestricted except that back-row players can neither spike nor block in front of the spiking (ten foot) line.

NET

Female-----Male-----Female

Male-----Female-----Male

6. **When a player comes late to a game that has already started**, that player may only enter the game when moving into the serve position.
7. Substitutions will be unlimited, **but only at the server position**. COREC: men substitute for men and vice versa.

SERVING AND SPIKING

1. **Serving:**
 - a. A serve must be clearly hit and not pushed or thrown.
 - b. Serves may be underhand or overhand.
 - c. The ball must be served from behind the service line.
 - d. A service that hits any part of the net is legal and playable.
 - e. **A serve cannot be blocked or attacked (spiked) by the receiving team.**

2. Spiking / attacking and blocking:

- a. Any front-line player may spike/attack or block. Teams having less than six players are still considered to have three front-line players. For four players, the player that served last is the back-line player and for five players, the last server and the player to his/her left are back-line players.
- b. Back-line players may not spike/attack or block in front of the 10-foot line.

SIDE-OUT SITUATIONS

1. If a player touches a ball or a ball touches a player, it is considered as a play or hit. If players touch the ball simultaneously, it is considered as one play or hit. After teammates hit the ball at the same time, it is considered one hit and either player may play the ball again.
2. A ball touching any part of the boundary line is in-bounds. It is permissible to run out of bounds to play a ball as long as no hazards are encountered.
3. Players may step on the center line when making a play, but no part of their body may wholly cross the line.
4. Players are not permitted to hold or scoop the ball. The ball cannot visibly come to rest on the players' hands, fingers, or any other part of the body, according to the Official's judgment. A ball, except on a service, may be recovered from the net provided a player avoids contact with the net and does not hold or scoop the ball.
5. A player may not make successive hits of the ball, except after playing an attack and touching the ball on a block attempt.
6. Balls that hit the ceiling or any other obstruction may be played provided that the ball comes down on the side of the team that hit the ball into the obstruction and that team has another legal hit available.

GENERAL INFORMATION

- A. Prior to the game, players must check-in at the information table with the supervisor or Intramural Assistant on duty. All Intramural participants **MUST** have one of the following forms of identification to play.
 1. Valid ISU Student ID.
 2. Valid Faculty/Staff ID.
- B. All games will be played at Horton Field House on the main courts. Teams are expected to report to their court 15 minutes before game time.
- C. NO TOBACCO, FOOD OR BEVERAGES allowed in any Intramural venue.
- D. Intramural will provide **game volleyballs only**. By mutual consent, teams may use their own volleyball.
- E. **Ejection's:** Any form of physical combat (punching, kicking, etc.) at any time during one's use of the facility while a Intramural event is taking place will result in immediate ejection with further action taken on an individual basis. The officials of each game may eject any player or bystander for inappropriate behavior at any time. It is the responsibility of the team captain to make sure ejected players leave the area. Ejected players must be out of sight and sound within one minute or a forfeit may be declared.
- F. Sportsmanship: All team members, coaches, and spectators are subject to sportsmanship rules as stated in the Intramural Handbook. Each team's sportsmanship will be evaluated by Intramural Officials and Scorekeepers assigned to the game. Captains will have the opportunity to see their team's sportsmanship total at the end of each game. Teams may total 0-5 sportsmanship points each game. A team must average a "3.5" to be eligible for playoffs.
- G. After one forfeit, teams become ineligible for playoffs. Teams are dropped from competition after two forfeits. If a team knows that they are unable to make a contest, they must notify the Intramural Office (438-2577) before 2:00 P.M. on the scheduled day of the game to not receive a forfeit charge (they will receive a loss and "3" sportsmanship).