



Baylor University

CAMPUS RECREATION

Intramural Sports Rule Book

WHERE CHARACTER MEETS COMPETITION

Indoor Volleyball

The following are general rules. Volleyball matches will follow the rules outlined in the NIRSA Volleyball Rules Book.

Team:

- A team consists of six (6) players. Four (4) players are required to start a game.

Uniform/Equipment:

- The following items are uniform pieces:
 - Numbers are **highly encouraged** by players. This helps our intramural staff in identifying correct rotations
- The following items are prohibited:
 - Hats with an exposed hard bill.
 - Cowboy boots, sandals or playing without shoes
- Players will be asked by the referee to remove any illegal equipment. Failure to do so in a timely manner will result in player disqualification.
- The following items are allowed:
 - Gloves
 - Knit or stocking cap, headband, rubber or cloth bands to control hair.

Timing:

- Game start time is forfeit time.
- Grace can be awarded to an opponent if and only if a representative of that team is signed in.
 - Grace is 10 minutes
 - 5 points are instantly given to the team who grants Grace
- Each team awarded 1 timeout per set. Timeouts will last 30 seconds. The winning team may not call a timeout

Scoring:

- Rally scoring: A team will score a point every serve, with the exception of a violation that leads to a re-serve
- Games are best two-out-of-three
 - The first two sets are played to 25 and the third is played to 15
 - Sets do NOT have to be won by two

During Play:

- Must wait for the official's signal to serve
- Must get the ball over the net and land on opponent's side within three hits
- A block is not included in one of your 3 hits
- If it hits a goal or anything on your side, it is playable, but it still must be returned in 3 hits or less.
 - Exception: Side walls on Courts 1 and 4.
- If it hits the ceiling and lands on your side, it is playable, but if it lands on the other side it is out
- If another ball enters the court during play, the volley is blown dead by the official and the point is replayed
- If the ball hits the antenna, it is out
- In order for a player from the back court to attack, they must leave the ground behind the 10 ft. line
- A player can only sub for the same player the entire game
- Subs can only sub for the same player during the game; no libero will be allowed

Common Foul:

- Double Hit: a single player cannot hit the ball twice in succession
 - A block does not count as a hit, so the same player who blocked can then make another hit
- Net Violation: at no time during a live ball may a player on either team, whether playing the ball or not, touch the net
- Foot Fault: the server must stay behind the serving line
 - If the server jumps to serve, they must leave the floor before crossing the serving line
- Center Line Violation: no part of a players' body may cross the center line (net line) under the net during play

All-University Tournament Eligibility:

- In order to be eligible to compete in the All-University Tournament, teams must:
 - Finish in the top-2 of their pool-play division
 - Maintain a cumulative sportsmanship rating of 3.0+ for the season