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:
  o Numbers are highly encouraged by players. This helps our intramural staff in identifying correct rotations
• The following items are prohibited:
  o Hats with an exposed hard bill.
  o 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:
  o Gloves
  o 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.
  o Grace is 10 minutes
  o 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
  o The first two sets are played to 25 and the third is played to 15
  o 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.
  o 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
  o 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
  o 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:
  o Finish in the top-2 of their pool-play division
  o Maintain a cumulative sportsmanship rating of 3.0+ for the season