

Co-Ed Volleyball Rules

Game Location

- All games will be played in the OU UHC
- PARTICIPANTS MUST BRING THEIR OUHSC ID TO THE IM SUPERVISOR/OFFICIAL IN ORDER TO PARTICIPATE. NO ID = NO PLAY.
- All players must be registered through IM Leagues and on the roster to play.

Trades

- Teams are allowed to add players to their roster up to the final in-season game. There are no exceptions to this rule.
- Once a player has competed for a team in the game, he/she may not transfer to another team in that sport season.

Sportsmanship

- Players must display good sportsmanship throughout the intramural season in order to qualify for the playoffs.
- All teams will be rated on an A-F scale each game based on sportsmanship (see "Intramural Captains Meeting Policies" Handbook Section VI. Game Management).
- The team captain is the only person who may address the officials/scorekeepers and is the spokesperson of the team.

Game Format

- Matches will consist of a best two-of-three game series (25, 25, 15).
- The 3rd set shall not be played unless it is necessary to determine the winner of the match. A coin toss will be conducted prior to that set.
- A game is won when a team scores twenty-five points and has a two-point advantage. The first two games will be capped at thirty points. If a third game is necessary, it will consist of rally scoring to fifteen points and capped at 20 points.
- Each team will be granted two 60-second timeouts per game.
- Request for timeouts must occur during dead balls.

Start of Play

- The coin toss or/odd-or-even winner may elect to serve, serve receive, or choose side.
- The losing team of the first game will serve first in the second game.
- If necessary, the losing team of the second game will serve first in the third game.

Play

- Six players per team are allowed on the court at a time.
- A minimum of five players is necessary to begin and continue play.
- Each team is allowed a maximum of three successive contacts of the ball in order to return the ball to the opponent's area.
- Blocks do not count as a contact.
- Blocking or attacking a serve is illegal.
- Serves that hit the net are in play.
- All passes must be clearly contacted, not thrown or lifted.
- A back row player may spike providing that he/she jumps from behind the 10-foot line.

Rotation/Substitutions

- Teams must rotate clockwise after receiving a side-out.
- Teams must rotate subs in at the server's spot.
- Players may not advance in the serving rotation via substitution.
- Teams must remain in the same rotation order throughout an entire set.
- The libero position is not utilized in Intramural Volleyball.
- Players must substitute out for one rotation before substituting into the game in a position behind their previous position in the rotation.
- In the event of an injury, teams may sub for an injured participant during the dead ball.
- Teams playing with less than 6 must wait until a dead ball situation for additional players to enter into the game. (Example: A team is playing with 5 players and a team member arrives after the game has started. The player must wait until a dead ball situation to enter the game.) All rules not specifically covered in this document will be enforced as NFHS Volleyball Rules. All rules are subject to change by the Intramural Sports staff.

The Serve

- A legal serve is contact with the ball to initiate play.
- The ball shall be contacted within 10 seconds after the referee's signal to serve.
- A serve may be contacted anywhere along the end line.

Legal Play

- The ball must pass between or over the side boundary lines (net antennas as it crossed the net, and in three or less hits)
- If two players contact the ball simultaneously, it counts as one hit, and either player may play the ball again.
- A player may play the ball twice during a volley, but not twice in succession, unless played directly off a legal block.
- It is legal to contact the ball with any part of the body above the waist as long as the ball rebounds immediately and does not "come to rest" against the body.
- When a ball touches a boundary line, it is considered in.
- No kicking of the ball is allowed. If the ball lands on your foot and your foot does not move from the ground, it is considered legal. If your foot comes off the ground, it is considered illegal.
- As soon as the ball begins to cross the plane of the net, the ball may be attacked by either team.
- A player's foot or hand may touch the centerline as long as it does not completely cross into the opposing team's court.
- At the moment of service, no members of the serving team may have any part of their hand(s) above the height of the head or move their hands side to side for the purpose of screening the server.

Court of Play

- A ball striking the ceiling or an overhead obstruction about your court may be played on your own side. If the ball hits the ceiling or an overhead obstruction and goes directly over to the other side it will be a side out with other team receiving a point.
- A ball striking the basketball backboards will be called by the officials as a dead ball, replay, or out of bounds.
- It is permissible to run out of bounds to play a ball. However, if the player enters the court of play of the bordering court, the ball will be considered out of bounds.
- A live ball becomes dead when:

- i. The ball touches an antenna or the net outside the antenna.
- ii. The ball does not cross the net completely.
- iii. The ball hits the floor.
- iv. The ball contacts side wall, back wall, or basketball hoop.
- v. A player commits a serving error.
- vi. The same player contacts the ball twice.
- vii. The ball is hit four times before going over the net.
- viii. A player contacts the live part of the net.
- ix. Any part of the body fully crosses the middle line (unless he/she is outside the boundaries of the court). I. A player may step on, but not over, the centerline.
- x. A double hit is called; a lift is called.
- xi. A player and/or ball crosses into another court.