

IM 6 ON 6 VOLLEYBALL RULES

INTRAMURAL CONDUCT CODE

All players should display sportsmanlike conduct at all times. Remember that intramurals is provided to have fun, so please keep this in mind. However, in the event of any unsportsmanlike conduct these guidelines will be followed:

First warning Any individual who exhibits unsportsmanlike conduct, such as rough play, obnoxious behavior, excessive profanity, or any other behavior that inhibits orderly play will receive a first warning.

Final warning Any individual who repeats the conduct listed above will no longer be able to play for the remainder of the game

All warnings will be recorded, and reported. If a player has had two final warnings throughout round robin play, they will be excluded from the tournament.

Guidelines

All intercollegiate varsity players are eligible to participate, however, only two are allowed on each team.

A forfeit will be called if a team does not start play with a minimum of four players at the start of the game. If a team forfeits two games they will be dropped from the league.

A coin toss or some variation will determine the serving team at the beginning of the game and at the beginning of the third game if needed.

Two games will be played until 11 points with a 13 point cap. If a third game is needed points will be rally scored.

Players will be responsible for making their own calls. Officials are just there to keep score and mediate. If any call is questioned, only the captains can address the referee. All calls made by the referee are final.

One time-out is allowed per game, they are one minute each.

Teams will switch sides after every game.

HAVE FUN!

Rules & Violations

1. Players in the back row cannot spike from the ten-foot line. No part of a player's foot can contact the line on take off. A player may jump behind the ten foot line and land in front of the ten foot line.
2. Balls that land touching any part of the line are considered playable.
3. Contact with the net is illegal.

4. A blocker may not interfere with a set, unless it is the third contact, or the ball breaks the plain of the net.
5. A person's feet may not cross the centerline under the net.
6. Double hits are only allowed when digging a hard driven spike or off a block.
7. Players must maintain the serving order throughout the game.
8. Serves can be made anywhere behind the baseline.
9. The ball can hit any part of the body as long as it does not momentarily pause (lifted).
10. Serves cannot be blocked.