



6-ON-6 VOLLEYBALL RULES FALL 2012

RULE 1. SPORTING INFORMATION, PLAYERS, AND EQUIPMENT

1. **Registration: Opens Wednesday, 8/1 and closes Tuesday, 10/23.** Teams are to be submitted using www.athleague.com. After the captain's meetings, all teams submitted late will not be added to the playing rotation. Entries turned in late will be added to the substitution/waiting list. If a team drops out of pool play, the team first in line on the substitution list will take their place (same gender). Teams that have not played in pool play will not be eligible for the postseason.
2. **Rosters & limitations:** The **minimum amount** of players that you need to turn in on an event roster is **five (5)**. The **maximum amount** of players that you can have on your event roster is **sixteen (16)**. An intramural roster turned in is a binding contract stating (among other things) that you will be providing a team at the time that is scheduled. Failure to do so will result in fines & possible suspensions. For a player to be added onto your team event roster at the playing field, the captain must provide the following: 1) participant's proper name, 2) participant's valid ASU ID, and 3) player's signed addition/waiver form. Once a player has been added at the field, it is the captain's responsibility to get the player added to the Athleague roster. This should be done before the next scheduled game. **PLEASE BE AWARE** that if the captain or alternate captain decides to take a player off of the roster, the player that was taken off **CAN NOT** be added back on & **CAN NOT** play for another team. **In short, choose your players wisely when making your final rosters.** You have up until the last day of your last game of pool play to add players or change your roster. Once the tournament begins **ALL** rosters are frozen & **NO** changes will be made. Players must participate in at least one (1) pool play game to be eligible for playoffs.
3. **Caps:** Only thirty (30) teams will be allowed to register.
4. **Pool Play Availability:** Major & Team Events are the only events that we ask teams about pool play availability. Availabilities can be set under "Time Preferences" on your Athleague team page. If games get cancelled, availabilities are not considered. You must be able to play where & when we have time to fill them in. During Tournament & Special Events, teams do not have the luxury of picking teams availabilities due to the time frame of the event.
5. **Waivers:** All participants must read and agree/sign the waiver stating they understand the document. Any teams that want to add players must go through this process. Players that do not do this will not be allowed to participate.
6. **Divisions & Leagues:** We have two types of classifications: **Men's & Women's**. Within those divisions we have three of four types of leagues (depending on sport and/or participation standards) : **Division I – Competitive, Division II – Intermediate, Division III – Recreational, and Greek.**

Division I – teams are comprised of those individuals who are more skilled and are looking for a highly competitive atmosphere. Faculty/Staff are not allowed to participate in Division I (if offered). Teams in this conference will be eligible for extramural tournaments, both state & regional tournaments.

Division II – teams are made up of those individuals that are not as skilled as others in a particular sport, enjoy a competitive setting, but are participating for the fun and social aspects of a sports team. Faculty/staff are eligible for this league. Teams in this division are not eligible for extramural events.

Division III – teams are made up of those individuals who are more interested in a purely recreational setting and the social aspect of participating, rather than the intense competition. Teams in this league will not have playoffs. Formats will be round-robin style. Faculty/staff are eligible for this league. Teams in this conference are not eligible for extramural events.

Greek – teams comprised of IFC, NPC, & NPHC organization who are interested in playing only Greek teams. Within this league, Divisions I and II, will be offered for specific sports only. Teams in Greek league are not eligible for extramural events. If a Greek team wants to be considered to participate in an extramural event, teams must participate in Division I.

When necessary, leagues may be combined to create an Open league. All restrictions will be dropped. Not all sports/activities offer Divisions I, II, and III.

***Special Rule for Volleyball:** No Co-Ed Division offered. Females can play on male teams, but no males can play in a female division.

7. **Schedules:** Pool play schedules will be out Friday, 10/26. Schedules can be printed & viewed from: www.athleague.com.
8. **Captain/Players meeting:** There will be a **MANDATORY** meeting on Monday, 10/22 & Tuesday, 10/23 at 4:00 PM in Red Wolf Center #102. A team representative (captain preferred) is required to attend one of the two meetings: After the last players/captains meeting (10/23) we will no longer take team entries. Team captain's or player representatives that attend the captain's/player's meeting will be awarded the following:
 - a) Begin pool play with a 1-0 record,
 - b) Obtain a point differential of two (2) points towards their point differential.
9. **Pool & tournament play:** Pool play will begin on Monday, 10/29. Tournament will begin on Sunday, 11/11 and end on Thursday, 11/15.

Teams are taken to playoffs based on regular season standings, point differential, head to head, and sportsmanship ratings. **NEW THIS YEAR: Only 50% of teams in Division I and II will qualify for playoffs.** This means not all teams will make playoffs. In the event there are an odd number of teams, an additional team will be added (+1) to the group to create an even number of teams. Playoffs are a PRIVILEGE and not a right; therefore, no team is guaranteed to make the playoffs.

Your record and sportsmanship among other factors will determine where you place in the brackets.
For players to be eligible for the tournament:

- 1) Patrons must have participated in at least one (1) game during pool play.
 - 2) Their name must not appear on the drop list.
10. **Cancelled & rescheduled games:** Any games that are cancelled and/or rescheduled can be found from the following locations: the Arkansas State Intramurals Facebook page and/or Athleague.
 11. **Defaults:** We here at the Intramural Sports Department understand that there will be scheduling conflicts with game times versus work, social events, class time, study time, i.e. During **ANY** team event that we offer we allow each team 2 defaults **to be used during pool play only**. A default is when you know that your team will not be able to make your game ahead of time. To be considered for a default your team must notify the Coordinator of Intramural Sports or the Intramural Sports office by 1:00 PM the day of the game. You are given the loss, but there is no charge. If a default is used after the maximum (2), the team will be charged the regular forfeit fee of \$30.

12. **Forfeits:** A forfeit is when a team does not show up or notify the Coordinator. A team is given a loss, will obtain a point differential of two (2) points against their overall score, **AND** is charged a fee of **\$30 per forfeit**. The maximum amount of forfeits a team can get to make it to the tournament is **two (2)**. If a team exceeds the maximum amount of forfeits they are taken out of the league. **IF** a team forfeit's out the season (forfeits out of pool play or during the tournament) they will be automatically suspended from registering for any future intramural events until fees are paid in full. Everyone on the playing roster will be blocked from future & current intramural registration. If that team or organization forfeits another season during that same semester they will be suspended for that semester. This includes using the team name & suspending **EVERYONE** on the roster. When reinstated for the next semester the team or organization that was suspended the previous semester will be on intramural probation for that semester. What does this mean? If they forfeit one (1) event during the probation semester then they will be suspended for that semester. This includes using the team or organization name, everyone on the playing roster. How do they get off of intramural probation? They must not forfeit ANY events during a probation semester. In short...don't forfeit!
13. **ASU ID's:** Each participant must present a current, validated ASU student or faculty/staff ID card in order to be eligible to participate. Failure to produce a valid ASU ID will result in that participant not playing that evening. **NO EXCUSES WILL BE TOLERATED! ASU ID's with no number, no picture, or is broken into several pieces will not be accepted!**
14. **Eligibility:** Undergraduate students must be enrolled in 3 credit hours to play on campus, and 6 credit hours for any extramural event. Graduate students must be enrolled in 3 credit hours for both campus play and extramural play.
15. **Intercollegiate Athletes:** Any individual who participates in a varsity or junior varsity sport at the intercollegiate level is ineligible to participate in that intramural event or related event during the same academic year. Application of this rule applies to red shirt, walk-ons, transfer, and junior college athletes from any 2-year or 4-year institution. A participant who meets any of the following criteria is considered ineligible: a) Name appears on an official varsity or JV roster during the academic year b) Participates (including scheduled team practices and/or workouts) in a varsity or JV sport for a period of more than one month c) Has competed in an intercollegiate contest. Any person who is dropped or has retired from an intercollegiate team other than for reasons of being red-shirted or scholastic ineligibility may become eligible for intramural participation only by petitioning to the Coordinator of Intramural Sports.
16. **Number of players:** The game shall be played between two teams of six (6) players each. Each team must have a minimum of five (5) players in order to begin a game. Due to injury, a team may continue a game with less than the minimum number of required players. An ejection that leaves a team with less than the minimum number of required players will result in a forfeit by that team.
17. **Game balls:** Warm up balls **WILL BE PROVIDED**. One game ball per court.
18. **Jerseys:** Each team must wear numbered shirts of one distinguishable color. Players on a team must wear the same or similar color. This is the only way that officials & staff members will identify players. Numbers must be clearly legible on the back or front of each jersey. No taped-on numbers or numbers written in via markers will be allowed. Any team not dressed in like-colored shirts may wear the colored jerseys provided by Intramural Sports. If both teams are wearing the same colored jerseys, the visiting team must wear a different color.
19. **Shoes:** Regulation rubber-soled shoes are the only footwear that are permissible. The following footwear is illegal: barefoot, combat boots, hiking boots, or flip-flops. Before participating please ask an intramural supervisor for any questions concerning appropriate foot ware.

20. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces made of any hard material may not be used due to safety reasons. Elbow pads are not permitted. For safety reasons participants **CAN NOT** participate with a cast.
21. Tape or bandages of the hand, wrist, forearm, or elbow are prohibited except to protect an injury. This must be approved by the Intramural Supervisor **BEFORE** the game begins.
22. Sunglasses and/or glasses may be worn as long as they are pliable and non-rigid.
23. Headwear containing any hard, unyielding, stiff material, including billed hats, or items containing exposed knots (i.e. bandanas) is prohibited.
24. Jewelry is prohibited. Religious & medical-alert medals are not considered jewelry. A religious medal must be taped & worn under the uniform. A medical-alert medal must be taped & may be visible.

RULE 2. RED WOLF GYMNASIUM POLICY

1. **ALL** games will be played Monday – Thursday from 6:00 PM – 11:00 PM in the Red WOLF Center. The Red WOLF Center is located on Aggie Road next to Arkansas Hall. Times, days, & location will vary during the season.
2. **Personal items such as bags are not allowed in the gym!** Bags must be placed in the day lockers that are located in the locker rooms & the fitness area. The purpose of this is to free up space on the bleachers for spectators & space for players on the players side.
3. Neither food nor drinks are allowed in the gymnasium space.
4. This is a tobacco & alcohol free campus. Same rules apply for the Red WOLF Center. If any is suspected of being under the influence of alcohol or narcotics UPD will be notified.
5. Spitting on the courts is prohibited & will result in that person being removed from the facility.
6. Only gym appropriate shoes are allowed the courts.
7. Foul or abusive language towards an opponent, teammate, or staff will result in an immediate removal from the facility whether committed by a player or spectator.
8. The Intramural Sports staff & Coordinator reserve the right to refuse **ANYONE** access to the Red WOLF Center. Please remember that participating or observing any and all Intramural & Recreational Sports events is not a right but a privilege. And at anytime we have the right to take that privilege away!
9. If their names **DOES NOT** appear on the roster then it would be in the team's best interest to have them leave. Conduct of team spectators is the responsibility of the team captain before, during, and after the game.

RULE 3. CONDUCT OF PLAYERS

1. Any player who acts in a manner not showing good sportsmanship shall be penalized with an unsporting behavior penalty followed by a yellow or red card and possible ejection from the game & complex. The official(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or spectator for violations of sportsmanship including, but not limited to the following:
 - Disrespectfully addressing an official or IM staff member.
 - Questioning the official's judgment or decisions.
 - Showing disgust with official's decisions.
 - Using profane or insulting language or gestures toward an official or opponent.
 - Baiting or taunting players of the opposing team.
 - Disrupting the game so that it may not be continued in an orderly fashion.

2. Captains are responsible for the action of their team members.
3. **ANYONE** who is asked to leave or is ejected from a game **MUST** leave the **ENTIRE** complex before play is resumed. If they refuse to leave UPD will be called to physically remove them from the complex. **ANYONE** who is ejected from a game will be suspended from playing **ANY & ALL** intramural events until they make an appointment with the Coordinator of Intramural Sports. They **WILL NOT** be reinstated to play until they talk with him first the next business day! It is important to note that this meeting **WILL NOT** take place on the court of play but the **NEXT BUSINESS DAY!**
4. **A coach/player receives one (1) red card during a game.**
Penalty: Disqualification from the game, suspension from team's next game played, & probation for the remainder of the season. An Individuals receiving one (1) red card lose all rights to sit or stand in the team area or the stands.
5. **A coach/player receives two (2) red cards during a season.**
Penalty: Disqualification from the game & suspension from participating for the remainder of the season (includes tournament & extramural events). Suspensions will carry over to other events. Individuals receiving two (2) red cards lose all rights to sit or stand in the team area or the stands.

TEAMS

6. **One team receives two (2) red cards during a game.**
Penalty: The game shall be called. If the team to which the game is forfeited is ahead, the score at the time of forfeiture shall stand. If this team is not ahead, the score shall be recorded as 1-0 in their favor.
7. **One team receives three (3) red cards during a season.**
Penalty: The game shall be called. If the team to which the game is forfeited is ahead, the score at the time of forfeiture shall stand. If this team is not ahead, the score shall be recorded as 1-0 in their favor. A team receiving three (3) red cards will be removed from the season & possible expulsion from the intramural program & the Red WOLF center.

VERBAL OR PHYSICAL ABUSE

8. **Shoving, striking, or physically/verbally abusing any staff member.**
Penalty: Automatic suspension of team from the remainder of the season & automatic expulsion from the intramural program & the Red WOLF center.
9. **Fighting – Each player will receive two (2) red cards for the game.**
Penalty: Disqualification from the game, suspension from the remainder of the season, & suspension of individuals on team's roster for the remainder of the semester (including extramural events), & expulsion from the intramural program & the Red WOLF center.

**** It must be emphasized that the game officials can assess unsportsmanlike penalties before the game has started & after the game has ended.***

This rule is in effect even if that team is winning. The opposing team will advance in their place.

10. **Sportsmanship:** Teams are graded according to how they &/or their fans act & according to how many unsportsmanlike penalties they accumulate. The following is a guideline of how the grading system is set up:
 - A (4.0)** – No verbal altercations with game officials, intramural staff, or opposing team.
 - B (3.0)** – One (1) yellow card &/or constantly communication with players, team, or fans about behavior issues.
 - C (2.0)** – Two (2) yellow cards or one (1) red card & continued communication with players, team, or fans about behavior issues.
 - D (1.0)** – Three (3) yellow cards or if a player, coach, or spectator is ejected.
 - F (0.0)** – Four (4) yellow cards &/or two (2) red cards or if a game is called

RULE 4. GAME FORMAT

1. Each match will consist of the best 2 out of 3 games. The first team scoring twenty one (21) points (win by 2 or a 25-point cap) will be declared the winner. If a third game of the match is necessary, rally scoring to fifteen (15) points (do not have to win by 2) will determine the winner. Each match will have a time limit of 30 minutes. Rally scoring will be used for all games.
2. **Game time is forfeit time.** If a team has the minimum amount of players to begin (5) to begin a game & their opponent does not **AT GAME TIME** the game shall be forfeited.
3. A coin toss at the beginning of the match will determine which team receives the choice of first serve or choice of side of the court for the first game. The loser of the toss receives the remaining option. The team not serving first in the first game will determine the choice of serve or side. In the event of a third game of the match, a second coin toss will determine the choice of the first serve or side.
4. The teams shall change sides of the court for the second game. Teams shall not change sides of the court in the middle of the third game.
5. **Timeouts:** Teams have one (1) timeout per game. Clock will stop for ALL timeouts.
6. **Delay of Game:** Unnecessary delays include, but are limited to the following:
 - a) A team requests a third timeout in a game after they have used allotted timeouts.
 - b) A team delays recovering a dead ball which has gone out of bounds.
 - c) A player fails to report to the umpire immediately for a substitution.
7. **Penalty for Unnecessary Delay:** A timeout shall be assessed. If the team has already used its allotted timeouts, a point is awarded to the opponent, and the game is resumed immediately.

RULE 4. POSITIONS OF PLAYERS

1. A team must rotate clockwise followed by a team receiving the serve for a successful rally point.
2. **Substitutions:** Players may make a substitution when play is stopped or the ball is dead. A substitute must report to the umpire and be recognized by the referee before he/she may enter the playing area. The position of the substitute will be the same as the player being replaced without changing the serving order. A team is limited to ten (10) substitutions per game.
3. **Server:** The server shall serve from within the serving area and shall not touch the lines bounding this area or the floor outside this area at the instant the ball is contacted during the serve. Part of the server's body may be in the air over or beyond these lines, as long as the contact with the line or floor comes after the contact of the ball being served.
4. **Position of Players at Service:** At the time the ball is contacted for the serve, all players (except the server) shall be within the team's playing area and may be in contact with the boundary lines but may not have any part of the body touching the floor outside those lines. The position of players on the court must conform to the service order recorded on the score sheet. No player may be as near to the respective line as the appropriate adjacent player. After the ball is contacted for the serve, players may move from their respective positions.
5. **Screening:** The players of the serving team must not prevent the receiving players from watching the server or the trajectory of the ball. Screening is illegal and results in a point for the opponent.
6. **Back Attack:** A back line player returning the ball to the opponent's side while forward of the attack line must contact the ball when at least part of the ball is below the level of the top of the net over the attacking team's area. The restriction

does not apply if the back line player jumps from clearly behind the attack line and after contacting the ball, lands on or in front of the line. On any illegal back row attack (whether first, second, or third hit), the ball shall become dead and a fault called when the ball passes completely beyond the plane of the net or is contacted by the opponents.

7. **Front Line Blocking:** Blocking the ball is permitted by any or all of the players of the front line only. Back row players **MAY NOT** block at the net.
8. **Serving Out of Turn:** A player shall not serve out of turn. An out-of-turn service may be called by the official or by the opponent's captain. If this is then verified by the official, any points scored on this service shall be canceled and a point will be awarded to the opponent. If the opponent serves before an out-of-turn service is called and verified, then there shall be no loss of points. In either case, players of the team in error shall regain their proper positions before the next serve by either team.

RULE 5. PLAYING THE BALL

1. **Service:** The service is the act of putting the ball into play by the player in the right back position who hits the ball with one hand (open or closed) or any part of one arm in an effort to direct the ball into the opponent's area. The serving area will be any point behind the end line (excluding the end line) between the two sidelines.
 - a) The server shall have 5 seconds after the official's ready for play whistle is sounded in which to release or toss the ball for service.
 - b) If after releasing or tossing the ball for service, the server catches the ball or allows the ball to fall to the floor without being hit or contacted, the service effort shall be cancelled and a reserve directed. However, the official will not allow the game to be delayed in this manner more than once during a service attempt.
 - c) If the ball is served before the official's whistle and signal, the serve shall be canceled and a reserve directed. The official will not allow a player to delay the game in this manner more than once during a service attempt.
2. A team shall continue a serve until a point is awarded to the opponent or the game ends.
3. The serve alternates to the opponent when a point is awarded to the opponent.
4. A served ball is a service fault and becomes a dead ball when:
 - a) The ball does not cross the net.
 - b) The ball passes under the net.
 - c) The ball touches one of the server's teammate.
 - d) The ball touches the floor on the server's side of the net.
 - e) The ball does not cross the net entirely between the net antennas or lands out of bounds.
 - f) The ball touches the ceiling or any obstruction.
5. **If a served ball hits the net & cross over inbounds it is considered a legal serve.**
6. **It is illegal to block a serve or spike a serve.**
***1st Contact Rule: Overhead sets are allowed on the first contact.**
7. Each team is limited to a maximum of three (3) hits on its side of the net to get the ball successfully over the net. Lifting, carrying the ball, and underhand slapping of the ball are illegal hits and shall result in a point. When the team's first contact is simultaneous contact by opponents or an action to block, the next contact is considered the team's first hit.
8. If any part of the ball contacts the boundary lines, it is considered in.
9. Legal contact is a touch of the ball by a player's body above and including the waist that does not allow the ball to visibly come to rest or involve prolonged contact with a player's body. **Kicking IS allowed if foot is in contact with the**

- ground. There should be no swinging motion of the leg/foot.**
10. **Simultaneous Contacts:** This involves more than one contact of the ball made at the same instant:
 - a) When one player contacts the ball with two or more parts of the body at the same instant, it is permitted and considered one hit (except for a block which does not count as a hit).
 - b) When teammates contact the ball at the same instant, it is permitted and considered one hit (except a block which does not count as a hit). Any player may make the next hit.
 - c) When opposing players contact the ball at the same instant, the player on the opposite side of the net from which the ball falls shall be considered the player to have touched the ball last. The other player may participate in the next play and the simultaneous contact shall not count as a hit.
 11. The ball will be out-of-bounds if it touches any part of the walls. A ball striking the ceiling or an overhead obstruction above a playable area shall remain in play, provided that the ball contacts the ceiling or obstruction on the side of the net that is occupied by the team that last played the ball and the ball is legally played by the same team.

RULE 6. PLAY AT THE NET

1. A player shall not contact any part of the net or its supports while the ball is in play. If a player inadvertently touches the official's platform or net supports (other than the rope cable) it is not a foul. When the ball is driven into the net so that it causes the net or its supports to contact an opposing player or players, it is not a foul if the opposing player(s) did not contact the net by their own impetus.
2. A ball may be played from the net provided that a team still has at least one of its three hits remaining.
3. When returning the ball to the opponent's side of the net. A player shall not contact a ball which is completely on the opponent's side of the net unless the contact is a legal block.
4. Blocking a ball which is completely on the opponent's side of the net is permitted when the opposing team has had an opportunity to complete its attack. The attack is considered complete when:
 - a) The attacking team has completed its three allowable hits.
 - b) The attacking team has had the opportunity to spike the ball, or in the official's judgment, directs the ball with intent to return it to the opponent's court.
 - c) The ball is falling near the net and, in the official's judgment; no member of the attacking team could make a play on the ball.
5. A ball (other than a serve) may touch the net within the side line markers when crossing the net to enter the opponent's playing area.
6. A ball may be attacked, excluding a served ball, when it has partially crossed the net.
7. **Center Line.** A player may touch the floor across the center line with one or both feet/hands provide that a part of the foot/feet of hand/hands remain on or above the center line. Contacting the floor across the center line with any other part of the body is illegal.
8. There is interference by a player who makes:
 - a) Contact with an opponent which interferes with the opponent's legitimate effort to play the ball.
 - b) Intentional contact with a ball which the opponent has caused to pass partially under the net and the opponent is attempting to play it again.
9. **Successive Contacts:** Successive contacts of the ball are two or more separate attempts to play the ball by one player with no interrupting contact by a different

player between the two plays. A player shall not make successive contacts of the ball unless there is:

- a) Simultaneous contact by teammates.
- b) Simultaneous contact by opposing players.
- c) Successive contacts by a player whose first contact is a block (then the second contact shall count as the first hit by the player's team).

10. **Multiple Contacts.** Multiple contacts of the ball more than one contact by a player during one attempt to play the ball. Multiple contacts are permitted only:

- a) When the ball rebounds from one part of the player's body to one or more other legal parts in one attempt to block.
- b) On any first team hit, whether or not the ball is touched by the block, provided there is no finger action.