Ashland University
Department of Recreational Services
Intramural Volleyball Rules
Updated: 07/08/13

Playing Area and Conditions
- All games will be played in the Recreation Center.
- Any personal items (ID’s, keys, equipment, etc.) left at any intramural site and found by any intramural employee will be taken to the “lost and found” at customer service in the Recreation Center.
- Net Height
  - Women’s/Co-rec: 7’4 1/8
  - Men’s: 7’11 5/8
- Jewelry is not allowed.
- ONLY the manager/captain may address questions concerning a player, the game or an official’s call
- A grace period will be in affect for all games. If 5 minutes have passed and the opposing team is not ready to play, the ball and 2 points will be awarded to the team ready to play. If the other team is not ready to play or signed in by 10 minutes after the hour then it will be a forfeit.
- A team consists of six people, but a game can start with four players (no less). Co-Rec: at least two males and two females are required to start play. In the case of 5 people the +/- rule is in effect.
- If a player has blood on their body or clothes they must come out until it is cleaned.
- Athletic attire must be worn for all volleyball contests—proper footwear and clothes need to be in athletic nature. No jeans, cut-off jeans, or dress pants and no dress shoes, sandals, boots or socks will be allowed to be worn. No headwear (no knots)

Serving
- The server must wait for the referee’s whistle before serving.
- Anyone who serves before the whistle will lose their serve and the serve goes to the opponent.
- The ball should always be thrown under the net when giving the ball to the other team.
- 1st offense is a warning, after that, it is a side-out.
- Each member of the team shall serve in turn: rotate clockwise.
- The server shall stand with both feet back of the rear boundary line (anywhere behind the rear boundary line as long as it is within the field of play) and may not step on or over the end boundary line until after the ball has been served.
- It is illegal to block or attack a serve.
- The ball on the serve can hit the net. It will not be side-out it will be in play. (If it goes over)
Substitutions/Signing In

- Any player that shows up during a game may register during any time-outs or dead ball or at the completion of the first or second games.
- Substitutions can only be made for the server position, except in the case of an injury. There is no limit on the number of substitutions.

Game Play

- "Side-out" is declared when a ball hits the ceiling or any objects hanging from the ceiling on the opponent’s side. If the ball is hit by your team and hits the ceiling or any objects hanging from the ceiling on your side you can still play it.
- If a player touches the ball, he/she is considered as having played the ball, and shall count as a team hit. (Exception- A block does not count as a team hit.
- If two players contact the ball simultaneously, it counts as one hit and either player is eligible to play the next shot.
- When the ball touches the line the ball is considered to be in bounds.
- It is permissible to run out of bounds and play the ball before it contacts on object out of bounds. Once the ball contacts an object, the ball becomes dead. If the ball or player playing the ball travels into another court than the ball becomes dead. (A dead ball is not a replay.)
- A ball is kept in play if it hits the net and goes over into the opposing team’s court.
- Players may not touch the net.
- Only the three players in the front court at the time of the serve are eligible to block or attack any ball above the net (back row players may only attack the ball from behind the ten foot line).
- An attacker must contact the ball on his/her side of the net, but may cross above the net on the follow through. (No contact on the net is allowed)
- A blocker may not contact the ball across the opposing team's court until the third contact has been made or the referee judges the direction of the ball was going to cross the net.
- Players may partially cross the centerline below the net or outside the poles either before, during or after a legal play of the ball, provided that this does not interfere with the opponent's play.
- Players are not permitted to scoop, hold or lift the ball. If so it is considered an illegal hit and will be a point.
- It is illegal to contact the ball with any body part below the knee. NO KICKING THE BALL!!!
- A ball touching the body more than once in succession is considered a double hit and is illegal. (Exceptions- Off of a hard driven spike a player is allowed double contact as long as the ball does not rest and the contact was instantaneous. One or more players in the act of blocking are allowed double contact with the ball).
- Thirty (30) points rally scoring wins the game and you do not have to win by two points, this also includes (if required) the third game of the match. Third game of match will be rally scoring to 15 if time does not permit regular game.

Unsportsmanlike Foul: The captain is the median between the team and the officials/supervisor. If a problem or question arises, the captain is the one to approach officials/supervisor. If unsportsmanlike behavior occurs (ie: swearing, slamming the ball down, bad talking others or IM workers, etc.) than an unsportsmanlike foul will be called – side-out and 2 points to the other team.

CO-REC RULES

- If a team hits the ball more than once in a single volley, one of the hits must be made by a female.
- A block is not counted as a team hit, therefore does not count as a male/female contact.
- You can start with 4 women and 2 men but not 5 women and 1 man or 3 women and 1 man
- The serving order and position on the court must alternate male/female
- Net height is 7’ 4 5/8
- All other IM Volleyball rules apply