

Florida Southern College Intramural Volleyball Rules 2011

All intramural participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Health Center before participating in intramural sports.

The officiating will be done by officials that are in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a technical foul, ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules.

GENERAL RULES:

1. All players must have their current valid **FSC ID and show valid ID at every game.**
2. Teams should submit ALL players' ID cards to the referee at least 10 minutes before scheduled game time. Teams must designate a team captain before the start of the game.
3. Team Captains: Only the Team Captain may confer with an official. Any such conference may only be about a rule clarification and must be approached to the officials in a calm and respectful manner. Subjective referee decisions, such as in and out, net calls, or illegal plays are not subject to discussion. Any non-captain addressing an official may be penalized. Captains are responsible for the actions of their entire team and its spectators.
4. Teams may add players at any time up to the playoffs .
5. Competition will take place in the Nina B. Hollis Wellness Center Gym Play best 2 out of 3 matches.
6. Game forfeits: **A full team is 6 players (3 men and 3 women for coed). A team may begin with a minimum of 5 players (3 women and 2 men or 3 men 2 women for coed, no 4 women/1 men or 4 men/1 women allowed) If at any point a team is reduced to less than 5 players, the match will be forfeited.** There will be a 5-minute grace period to start the game. If five players are not present within the initial 5-minute grace period, the FIRST match will be forfeited. An additional 5 minutes will then be given before the SECOND match is forfeited and consequently the game. If the team shows up late-The team present with the required # of players will earn 2 points for each minute the opposing team is late. *Ex. 1st game- team is 4 minutes late the game score will begin 8-0.*
7. Sportsmanship ratings will be used in every game during intramural volleyball. Individuals and teams that exhibit inappropriate and unsportsmanlike behavior towards their opponents, officials, or supervisors will be penalized with conduct sanction cards during game play and low sportsmanship ratings.
8. Hats, jewelry, and hard casts/splints are prohibited from being worn during intramural volleyball. Players must have non-marking athletic shoes.
9. Each team will be given one -30 sec time out for their game (3 games = 1 match/ play best 2 out of 3)

10. Playing Rules and Scoring

- A. All matches will consist of the best two out of three games. All games will be rally scoring; rally scoring means a point is won on each serve, no matter whether the team who won the point served the ball or not. In the first two games a game shall be won by the team which has earned 25 points and a two point advantage. If the score is tied 24-24, then the first team to gain a two point advantage is the winner. In the third game the team which achieves 15 points first is declared the winner. If the score is 14-14, then the first team to gain a two point advantage will be declared the winner. There is a 20 point cap in the third game.
- B. A ball landing on a line is good.
- C. A player may use any part of the body above and including the waist to play the ball.
- D. A team is allowed only three hits per side.
- E. No player may contact a ball twice in succession, except during a block.
- F. Multiple contacts are more than one contact by a player during one attempt to play the ball.

Multiple contacts are permitted only:

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

G. The Serve

1. A server has five seconds to serve the ball after the whistle is blown.
2. The serve will be replayed when the player serves before the whistle is blown; an object comes onto the court; or the server doesn't like the toss and elects to re-serve (can only happen once per server).
3. A server may not step on or over the end line until the ball has been contacted on the serve. The serve can be executed anywhere along the serving line but within the sidelines.
4. All other serving team and receiving team members must be inside the court boundaries.
5. Illegal serves include the serve passing over offensive players screening the opponents; hitting the antenna (including extension upward); hitting a member of the serving team; hitting the ceiling; or landing outside the opponent's court. Effective with rally scoring: A served ball contacting and crossing the net shall remain in play provided that the ball is entirely within the antennas (a ball that hits the net and goes over is **IN PLAY**).
6. Based on position of players' feet, front row-to-back row and side-to-side overlaps are not allowed for serving or receiving team.
7. Players on both teams can switch positions after the server has contacted the ball, but are still considered front or back row players based on their starting position.

H. Attacking/Blocking

1. If one or more player(s) is attempting to block and contacts the ball, either player is eligible to participate in the next play which shall be considered the first contact of the three allowed the team.
2. Blocking a ball which is entirely on the opponent's side of the net is permitted when the opposing team has had an opportunity to complete its attack (but blocker cannot interfere with opponent). Examples: after a third hit or after obvious attempt to play the ball over the net.
3. Blocking a served ball is not permitted.
4. Attacking a served ball while the ball is completely above the height of the net is not permitted.

I. Net Play/Center Line

1. A player may not touch the net with any body part (excluding hair).
2. A player may follow through over the net when executing a block or spike.
3. A player may touch the floor across the center line or its out-of-bounds extension with one or both feet as long as a part of the foot/feet remain(s) on or above the center line and the player does not interfere with the play of an opponent. Contacting the floor across the center line or its out-of-bounds extensions with any other part of the body is illegal.

J. Back Row Players

1. A back row player can:
 - a. contact the ball from anywhere on or off the court, whether it's above or below the top of the net, when they are standing behind the attack line, or when they leave with both their feet from behind the line, and contact the ball before touching on or in front of the line.
 - b. contact a ball completely above the height of the net when they are on, or in front of, the attack line, as long as their contact doesn't take the ball untouched, completely over the net.
2. A back row player cannot:
 - a. participate in a block or an attempt to block
 - b. attack/direct a ball which is completely above the height of the net while positioned:
 1. on or in front of the attack line or its out-of-bounds extension;
 2. in the air, having left the floor on or in front of the attack line or its out-of-bounds extension

No foul is called until the ball completely crosses the net.

K. If a ball hits the basketball goals, ceiling, lights, walls- the ball is DEAD and a point/ball is awarded to the opposing team.

L. **Substitutions** must be made on a consistent basis throughout the game. A sub can either be brought in at the same place in the rotation (i.e. to serve) after every side-out earned, or the same two people must sub for one another throughout the game (i.e. a front row specialist and back row specialist).

M. If not stated otherwise, national federation of high school rules will be in effect as long as they fall within the spirit of Intramurals.

11. Fouls, Violations, and Penalties

- A. Warning: first minor offense no penalty.
- B. Penalty: second minor offense by same individual, or for single serious offense (ejection) = unacceptable for sportsmanship
- G. Ejected players must leave the facility and meet with the Intramural coordinator before being cleared to play.
- H. Captains/managers are expected to ensure proper behavior by their players and spectators.

12. Co-Ed Volleyball Rules - Special Definitions

- A. Playing rules and scoring
 1. All previously stated rules apply, except where noted below.
 2. The team will use an alternate male-female line up before each serve, but can then switch positions (original front row and back row position restrictions apply).
 3. A female must hit the ball at least once if the ball is contacted two or more times before returning over the net. Failure to do will result in a point for the opposing team.

SPORTSMANSHIP:

In an effort to maintain a high quality of sportsmanship in our Intramural Sports program, the following sportsmanship expectations have been adopted.

Team Sportsmanship Rating System: The development of team and individual sportsmanship is of fundamental importance in all intramural sports activities. The Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the intramural sports league and playoff seasons. Behavior before, during, and after an intramural sport contest is included in the rating. The team manager is responsible for education and informing all players and spectators affiliated with his/her team about the system. To encourage acceptable conduct before, during, and after intramural sports contests, officials and/or supervisors shall make decisions whether to warn, penalize, or eject persons for poor sportsmanship.

A team is responsible for the actions of the individual team members and spectators related to it. The team captain's efforts in assisting officials/staff to calm difficult situations and to restrain troubled teammates are key to controlling team conduct.

Sportsmanship is vital to the conduct of every Intramural contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize or eject players or teams for poor sportsmanship. These decisions are final. The Intramural Sports administrative staff will rule on further penalties as a result of unsportsmanlike conduct.

Each participant should choose his or her team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the Intramural Sports.

Rating Method:

Each team in each contest shall be rated by the officials. The authority of the officials' ratings exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the scoresheet.

In all cases, IM supervisors and the Intramural Sports administrative staff may provide input which may raise or lower the rating. Supervisors may amend any rating for inappropriate conduct by a team or its spectators before, during, or after a contest. Intramural Sports administrative staff members may amend a rating at any time for inappropriate conduct, use of an ineligible player, use of a suspended player, and/or inaccuracy in reporting.

Rating Factors

The following actions and behaviors by team members, spectators, and/or team followers can have a **positive** effect on a team's sportsmanship rating:

Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.

Team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.

Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.

Respect is shown for FSC Wellness staff, facilities and equipment.

The following actions and behaviors by team members, spectators, and/or team followers can have a **negative** effect on a team's sportsmanship rating:

Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.

Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.

Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.

Taunting an opponent or opposing team spectator (trash talk).

Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.

Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.

Any threatening behavior (verbal and/or nonverbal) to any FSC Intramural Sports or Wellness center employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.

Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.

Damage to or destruction of any FSC or FSC Wellness center facilities

Rating Scale

Team sportsmanship is graded following each contest according to the following scale and criteria:

4 points(Normal Game): Excellent Sportsmanship

Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates. Team members and spectators were respectful of opponents and officials and encouraged each others efforts. At no time was this team disrespectful towards participants or officials.

3 points(Some Static): Acceptable Sportsmanship

Team members and spectators are respectful of opponents and officials except for one or two minor incidents which may or may not merit a warning from the game officials or supervisor.

2 points(Difficulty): Sportsmanship Needs Improvement

Team members or spectators are disrespectful of opponents or officials on a number of occasions which may or may not warrant a penalty. Captain exhibits minor control over his/herself and his/her teammates and spectators. Teams receiving multiple warnings or having a player ejected for an unsportsmanlike act should receive no higher than a "2" rating.

1 point(Harassment, Ejections): Unacceptable Sportsmanship

Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. The team captain exhibits little or no control over teammates or himself/herself. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis. Teams which receive a second unacceptable rating ("1") in the same sport or activity are subject to immediate dismissal from league or tournament play.

0 points: Season Ending Rating

The following actions can result in an "F" sportsmanship rating:

Team is completely uncooperative and out of control before, during, or after intramural sports contest(s).

Team captain (spokesperson) exhibits poor control over self, the team, and/or the spectators.

Multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.

Team fails to cooperate / comply with intramural sports administrative staff / University officials while performing their duties; falsely represents or withholds any requested information.

Teams which receive an "0" rating are subject to immediate dismissal from league or tournament play.

Team Sportsmanship & Playoff Eligibility

A team must have a "2.75" average or better sportsmanship rating during regular season league games to be eligible for the playoffs. The average sportsmanship rating will be calculated similar to the grade point / game ratio.

Playoff Tournament Sportsmanship

A team must maintain a "3" average or better sportsmanship rating during the playoffs.

Any team which receives an "0" sportsmanship rating during the playoffs will be immediately dismissed from further tournament play and subject to further disciplinary action (if necessary).

A losing team which receives a "1" or "0" sportsmanship rating in their final playoff game, is subject to further disciplinary action as a team in subsequent sports, as individuals when appropriate, or to the team captain.

Misc. Information

Any other questions please contact the intramural coordinator or check out the intramural manager's packet, which can be found on the intramural website.