

Volleyball - Rules

Revised Summer 2019

The Game, Field, Players, and Equipment

1. **No ID...No Play...!** - Each player must present a valid Mason G Card before each contest to be eligible to participate.
 - a. **Regular Season Exception**– During the regular season a valid photo id (Drivers license, passport, etc) and that player must be able to login into their patriot web account. If the player is not able to provide both, then they cannot participate.
 - b. **Playoffs** – There is NO Substitute for a Mason G Card to sign into a playoff game.
2. **Game time is forfeit time.**
3. The game shall be played between two teams of **Six (6)** players each. **Four (4)** players are required to start the game to avoid a forfeit.
4. All players must have checked in with the supervisor and be recorded on the game sheet before they are allowed to participate.
5. Team representatives, including players, substitutes, replaced players, coaches, trainers, spectators and other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of officials assigned to the game.
6. The Intramural Staff have the authority to rule promptly, and in the spirit of good sportsmanship, on any situation not specifically covered in the rules. These decisions are final in all matters pertaining to the game.

I. Governing Rules

- 1.1 High School Federation rules shall govern all play, with the exceptions listed below. Final interpretations and modifications shall be determined by the Coordinator of Competitive Sports, directly overseeing the sport.

II. General Provisions and Equipment

2.1 Team Requirements

- a) A team consists of four players. A team must have four players on the court at all times. Exception: Three players are allowed if an individual cannot continue due to an injury
- b) When a team has forfeited, the opposing team must have at least four players checked in with the supervisor to receive a win
- c) Substitutions must be reported to the U1 before entering the game. Substitutes may enter the game only when the official acknowledges them. **Penalty: Technical foul.**
- d) Spectators are not permitted in a team's bench area. Teams may have a "coach" but they will not be recognized by the game officials. However, any spectator/coach in the team's bench area can affect the team's sportsmanship.

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2.2 Equipment

- a) All players must wear non-marking rubber-soled athletic shoes.
- b) The official shall not permit any player to wear equipment that, in his or her judgment, is dangerous to other players. Jewelry, including rings, bracelets, necklaces, watches and earrings, are illegal. Also, hats are not permitted. Medical emergency bracelets/necklaces may be worn but must be taped to the person. **Penalty: 1 point to the other team**
- c) Casts (plaster, metal or other hard substances in their final form) or any other item judged to be dangerous by the supervisor, official or athletic trainer may not be worn during the game. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with slow recovery rubber or similar material will be allowed.

III. The Game, Overtime, Time-outs

3.1 Game Structure

- a. All matches will consist of the best two (2) out of three (3) sets. All sets 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 sets 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 set, the team which achieves 15 points first is declared the winner. If the score is 14-14, then the first team to gain two points in a row will be declared the winner. There will be a 30 point cap per game
- b. A coin toss at the beginning of the match will determine the choice service. The team which does not serve first in game one will serve first in game two. Teams must switch sides between the first two games. If a third game occurs, another coin toss will determine the choice service.

3.3 Timeouts

- a. Each team will have one (1) timeout per set, lasting no more than one (1) minute
- b. Timeouts may only be requested by a player on the court during a dead ball period.

IV. Bench and Substitutions

4.1 All players/coaches on the sideline must stay within the bench area

4.2 Substitutes must report to the assistant referee prior to entering the game. All subs must be beckoned onto the playing surface by an official.

- a. Substitutes **MUST** enter at the server position
- b. Once a substitute enters the game, they must remain for a full rotation and exit prior to serving again.
- c. Teams have unlimited substitutions using this procedure

V. Injured Player

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5.1 An injured player must be removed until the next opportunity to substitute if a coach, teammate(s) or a Site Manager is beckoned for the purpose of providing assistance. Time must actually come off the clock prior to any legal re-entry, or if a team is granted a time out the player may return at the conclusion of the time out period.

5.2 Any player who is bleeding, oozing bodily fluids, has an open wound or has an excessive amount of blood on their uniform shall be considered an injured player. Such player may not return to the game until the situation is corrected.

VI. In Game Rules

6.1 Playing the Ball

- a. Each team is allowed a maximum of 3 successive contacts of the ball in order to return the ball to the opponent's area.
Exception – a block is not considered one of the 3 contacts
- b. One player cannot contact the ball more than 1 time in succession
- c. Balls that land touching the boundaries lines are considered in

6.2 Illegal Plays

- a. Players cannot hold, throw, catch, lift, push, or have any other prolonged contact with the ball. Prolonged contact occurs when the ball visibly comes to rest with the individual making contact
- b. Balls that hit the ceiling or rafters
 - i. Remains in play and lands on the side of team that hit the ball – still in play
 - ii. Remains in play and lands on the side of the team that did not hit the ball – Out

6.3 Net Play

- a) Only the 3 players that begin the rally in front of the attacking line may play the ball above the net
- b) The defense may attempt to block the ball when:
 - a. Attacking team has completed their three allowable hits.
 - b. Attacking team has had the opportunity to spike the ball or, in the official's judgment, directs the ball with the intent to return it to the opponent's court.
 - c. Ball is falling near the net on the attacking team's side and in the official's judgment; no member of the attacking team could make a play on the ball.

6.4 Serving

- a) The server must wait for the official to beckon before the serve may be attempted
- b) The server must remain behind the service line until the ball is contacted
- c) If the serve hits the net and still fall inside the non-serving team's court, then the ball is ruled in play. If a serve hits the net and does not fall inside the non-serving team's court, then it is considered to be illegal and a point will be awarded to the non-serving team
- d) In order to play a serve, the ball must be below the height of the net

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VII. Co-ed Rules

7.1 A team consists of 6 individuals, ratio of 4-2

a) Minimum to start a game is four (4) with a 2-2 ratio

7.2 Games will be played at the men's net height

