

**Grand Valley State University
Campus Recreation
Intramural Sports
6 on 6 Volleyball Rules**

NFHS rules apply to all games, except any of the following adaptations.

ELIGIBILITY: All currently enrolled Grand Valley State University students (undergraduate and graduate) and faculty/staff are eligible to participate in the intramural sports program. Current students are defined as taking one credit hour at the time of registration. GVSU women's volleyball players and professional and/or semi-professional players are ineligible for one year following the last day of their participation with the varsity or professional team. Teams may only have two club players on their roster. Players are considered club players if they played on the club team during the academic year.

STUDENT ID'S: ALL participants must present a GVSU identification card to participate in an intramural sports event. Please consult intramural rules and regulations at www.gvsu.edu/rec for more information.

TEAM ROSTERS: It is each team captain's responsibility to ensure that all team members are listed on the team's IMLeagues roster. Each team's roster will be frozen following their last regular season game. During playoffs, a participant and their correct G-number MUST be listed on that team's IMLeagues roster to be eligible to participate. Individuals not listed on the roster may not participate in playoffs.

PLAY ON ONE TEAM/ILLEGAL PLAYERS: A participant may play on only one single gender team and only one co-rec team. Women may not play on men's teams and men may not participate on women's teams. Any participant playing on two teams within the same gender classification will automatically be disqualified from participating on the second team they played on, and are subject to further discipline. In addition, any games in which the participant played illegally will result in a forfeit. Players are also considered illegal if they violate eligibility procedures.

BLOOD RULE: If a player is found to be bleeding, they must immediately leave the game until the bleeding stops. Substitutions may occur at this time and the official may take a timeout. Blood soiled clothing must be removed before the player can re-enter the game.

CONCUSSIONS: Any player who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.

RULE INTERPRETATIONS: The officials and supervisor on duty will address questions and/or protests of rule interpretations on the court; a ruling will then be determined. The resulting decision is final. **A rule interpretation must be protested before the next live ball. No protests on judgement calls will be heard.**

SCHEDULE CONFLICTS: The division time a team signed up for is the time they will play. If a team cannot make a game, please reference the default section below. No playoff games will be rescheduled due to participant/team conflict.

FORFEITS AND DEFAULTS: A forfeit will be declared if at least 4 players are not present and ready to play within the 5-minute grace period from the scheduled game time. A team that forfeits a game must pay a non-refundable \$30 forfeit fee to be eligible for the playoffs. **If a team forfeits once and does not want to play in the playoffs, they do not have to pay the fee and can finish out the regular season.** A team that forfeits twice will not be eligible for the playoffs, but can finish out the regular season.

A default is recorded if the team captain provides written notice to the intramural sports office **before 3pm on the business day prior** to the game to avoid further penalty. If a team knows they will not have enough players to play, please default out of respect of the other team's time. Consult the intramural sportsmanship policy at www.gvsu.edu/rec to view ratings that apply to forfeits and defaults.

Players and Substitutes:

1. A team consists of six (6) players. A minimum of 4 players is required to start a match.

Forfeit Time: A team forfeits the match if, 5 minutes after the scheduled start time, they have fewer than 4 players present and ready to play.

The Game: A match consists of the best two out of three games to 25 points win by 2 with a 27-point cap. The third game will be to 15 points with a 17-point cap. In the third game (only) during playoffs there will be no point cap, teams must win by 2 points. Rally scoring is used in all intramural volleyball matches (either side may score on any given point, not just the serving team).

Time-outs: Two 60-second timeouts per game.

Playing The Ball:

1. The ball may be played if it hits the ceiling or any overhead obstructions and falls on the same side of the court before 3 hits.
2. A ball touching any part of a boundary line is considered in-bounds.
3. Players may use any part of their body, including their feet in order to play a ball.
4. A team shall not play the ball more than 3 times before it crossed the net into the opponent's playing area.
5. Players are not permitted to catch, hold or throw the ball.
6. The ball must not visibly come to rest even momentarily on a player's hands, fingers, or any other part of the body.
7. Players may not make consecutive touches of the ball (No "double hits")

Service: The server may serve at any point behind the end line and in-between the sidelines. They shall not touch the boundary lines or floor outside this area at the instant the ball is contacted for the serve. A ball must be served within 5 seconds of the official's whistle. Serving the ball before the referee has signaled will result in a replay. Let serves are permitted

Net Play:

1. The net height for men's and co-rec shall be 8 ft. and women's shall be 7'4 1/4".
2. Reaching over the net is permitted during the follow through of a hit made on the players own side; an attempt to hit; a fake hit; and a block or attempt to block.
3. 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.
4. Blocking a serve is not permitted.
5. Players may cross the center line or its out-of-bounds extension with their feet (but no other part of the body) as long as a part of the foot remains on or above the center line and the player doesn't interfere with the play of the opponent.
6. Recovering a ball hit into or out of the net shall be permitted.
7. Contacting the net, while the ball is in play, is prohibited except by a player's hair or clothing or unless the force of a ball by an opponent pushes the net into a player.
8. Grasping the floor or wall cables standards or referee stand for support is not permitted and is considered a net foul.

Co-Rec Rule Exceptions:

1. A team is composed of six (6) players (3 women and 3 men), plus substitutes. Four players are required to start a match. A team must have a minimum of two women and two men to start the game. No more than three of any gender may be on the floor at any time during the game. A team may play with more males than females and vice-versa.
2. Players shall be arranged so that men and women alternated playing positions on the court.

Sportsmanship:

1. The intent of GVSU Intramural Sports is to provide a sportsmanlike, safe, and fun environment.
2. The sportsmanship rating system is designed to rate team and not individual conduct, yet hold the team accountable for an individual's actions.
3. Being a good sport is a team captains, players and spectators responsibility. They will be held accountable for acts including abusive language, threatening remarks or abusive behavior before, during and after any intramural contest and throughout the intramural season.
4. Team captains are expected to be the team leader and exhibit full control over their team, thus setting an example by communicating and educating their team to be good sports. Further, the captain may address an official in a respectful manner concerning a rule interpretation, not questions of officials' judgment.
5. A player ejected during the game results in a one game suspension (if severe, additional restrictions may be imposed). If necessary, the captain and ejected player must meet with the Assistant Director of Intramurals before being eligible to participate again.
6. Team Sportsmanship Ratings apply to behavior before, during and after a contest. Teams are expected to receive a rating higher than a three (3) to be eligible for playoffs. Those teams that receive a rating of two (2) will be suspended for their next game. Any team receiving a season ending rating (1) will be dropped from the sport and may be subjected to additional disciplinary action.