

## NCTA INTRAMURALS

### 6 on 6 VOLLEYBALL RULES

1. Teams must have at least 6 players on their roster. a team shall consist of 6 players, 3 males and 3 females.
2. A team may start and finish with no less than 4 players (2 male and 2 female). Rock, paper, scissors determines first set service, which alternates second set. Rock, paper, scissors determines serve and side for the third set.
3. A team not ready to play 5 minutes after game time will be issued a forfeit. **The team must be ready to play, not in the process of signing in.**
4. A game will be played to 25 points rally score in the first and second game and 15 points rally score in the third game. A team must win by two points, however the first two games will be capped at 30, and the third game is capped at 20. The first team to win 2 out of 3 sets wins the match.
5. Each team will be allowed one sixty (60) second time-out per set.
6. The officials will be the scorekeepers. Their decision governing time and/or score will be official.
7. The Intramural Sport Supervisor and officials will not tolerate abusive language or actions from participants or spectators. If such disruptive and unsportsmanlike behavior persists, individuals and/or teams may be asked to leave the playing area.
8. Anyone who is ejected from a game for any reason will need to meet with the Director of Intramurals before they can play in any intramural event.
9. Legal contact is a touch of the ball by a player's body above and including the waist which does not allow the ball to visibly come to rest or involve prolonged contact with a player's body. (Ex: if the ball bounces off the open palm of a players hand but does not come to rest it is considered a legal contact. If the ball visibly comes to rest on the players open palm it is considered a carry/lift.)
10. Serves cannot be blocked or spiked. A bump or set is a legal hit on a serve.
11. A player may not contact the ball twice in succession: however, any player participating in a block has the right to make the next contact. Such contact will count as the first of three contacts allowed the team.
12. A player may step on the centerline but not completely over the centerline.
13. A player is not allowed to reach over the net and spike the ball when it is on opponent's side of the net.
14. A rotation method of serving will be utilized with players entering before the serve; when the team is on offense.

## **15. Service**

1. If the server throws the ball in the air, but does not hit it and if it touches some part of the server's body as it falls, this counts as a fault.
2. Service cannot be made with two hands.
3. Service is a fault if it is not made following the rotation order.
4. Service must be made as soon as the referee blows the whistle.
5. Service must be made from behind the original baseline.

## **16. Playable Overhead Obstructions**

A ball striking the ceiling or an overhead obstruction above a playable area shall remain in play provided the ball contacts the ceiling or obstruction on the side of the net extended that is occupied by the team that last played the ball, and the ball is legally played by the same team.

## **17. Out of Bounds**

A ball is out of bounds and becomes dead when it:

1. Touches a wall, objects mounted flush with a wall, or object on the floor outside the court without interfering with a player's legitimate effort to play the ball.
2. Touches the floor completely outside the court's boundary lines.
3. Touches the net antennas or does not pass over the net entirely between the net antennas.
4. Touches the net cables or net completely outside the antenna, net supports or referee's platform.
5. Touches a non-player who is not interfering with a player's legitimate effort to play the ball.
6. Touches the ceiling or overhead obstructions beyond the vertical plane of the net and its out of bounds extension.
7. Touches or breaks the plane of a non-playable area such as adjacent courts scheduled for play, bleachers, benches, officials' table, etc.
8. Touches any part of a backboard which is hanging in vertical position, over a playable area if, in the judgment of the official, the ball would not have remained in play if the backboard had not been there.

## **18. Court Protocol**

For game 2 in a 3 game match, teams shall change playing areas and benches immediately when directed by the referee.

## **19. Live and Dead Balls**

1. A live ball is in play from the moment the ball is legally contacted by the correct server until a dead ball occurs.
2. A dead ball is declared by an official for any decision temporarily suspending play until the ball is legally contacted again for the serve.
3. A live ball becomes dead when:
  - a. The ball touches the net antennas or does not pass entirely between the net antennas.
  - b. The ball lands out of bounds.
  - c. The ball contacts the ceiling or an overhead obstruction and is not legally played next by the offending team.

- d. The ball contacts the ceiling or an overhead obstruction after the third hit.
- e. The ball contacts a wall or ceiling obstruction, which is over a non-playable area.
- f. The ball becomes motionless in the net or on an overhead obstruction.
- g. The ball touches the floor.
- h. The ball passes completely under the net.
- i. The ball contacts a non-player in a playable area.
- j. A player or ball breaks the plane of a non-playable area.
- k. A player commits a foul.
- l. An official's whistle or timer's audio signal sounds for any reason.

## **20. Contacting the Ball**

1. A contact is any touch of the ball by a player.
2. A team shall not have more than 3 hits before the ball crosses the net into the opponent's playing area. 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
3. A ball is considered to have crossed the net when:
  - a. It has passed beyond the vertical plane of the net.
  - b. It is partially over the net and is contacted by an opponent.
  - c. No part of the ball has crossed the net and it is legally blocked.
4. Simultaneous contact is 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.
5. Multiple contacts are more than one contact by a player during one attempt to play the ball. Multiple contacts are permitted only when the ball rebounds from one part of the player's body to one or more other legal parts in one attempt to:
  - a. Block
  - b. Save a hard driven spike on the team's first hit provided there is no setting

## **21. Fouls**

1. A foul is a failure to play as permitted by the rules.
2. A double foul occurs when opposing players commit rule violations at the same instant.
3. A multiple foul occurs when the same team commits more than one violation of a single rule at the same instant during play or dead ball.
4. A simultaneous foul occurs when a team violates more than one rule at the same instant during play or dead ball.
5. A double hit occurs when a player's successive or multiple contacts are illegal.
6. A foot fault occurs when a player violates the serving area or centerline restrictions.
7. Swearing at another player, official, or out of disgust is not permitted.

## **22. Penalties for Fouls**

1. For a single foul, point or side-out is awarded to the opponent.
2. For a double foul during a:
  - a. Live ball play, a replay is called.
  - b. Dead ball, the penalty is assessed against the serving team followed by the receiving team with both teams rotating.
3. For a multiple foul, only one penalty is assessed.
4. For a simultaneous foul during a:
  - a. Live ball play, only one penalty is assessed.
  - b. Dead ball, all applicable penalties are assessed.
5. For swearing, a yellow warning card will be issued on initial infraction. A red card will be issued on the second infraction. If the initial infraction seems to be severe in nature, a red card may be issued.

## **23. Replay**

A replay is the act of putting the ball in play without awarding a point or side-out and without a rotation for the serve. A replay shall be declared when:

1. An official's mistaken whistle or a timer's audio signal interrupts play.
2. A double whistle occurs on the serve.
3. A player unintentionally serves the ball prior to the referee's signal to the serve.
4. There is a double foul during a live ball.
5. There are conflicting calls, which the referee cannot resolve.
6. A player's legitimate effort to legally play the ball, in the judgment of the official, is affected by a:
  - a. Non-player anywhere in the playable area.
  - b. Wall, floor obstacle or non-playable area within 6 feet of the court.
  - c. Ball becoming motionless in the net inside the net antennas or on/in an overhead obstruction over a playable area.
  - d. A ball from another court comes onto your court during play.
  - e. A foreign object enters the proximity of the playing area.
  - f. The official determines that a player has been injured
  - g. The ball contacts a backboard hanging in a vertical position over a playable area and, in the judgment of the official, the ball would have remained in play had the backboard not been there.

**24.** A team can have no more than 12 individuals on their roster.