

University of Montevallo INTRAMURAL VOLLEYBALL RULEBOOK

General Guidelines:

- The teams must be ready to start (with six players) at the scheduled game time; failure to do so will result in a forfeit
- A team may start a match with four players.
- Only players listed on team roster will be eligible to play with that team. The participation of an ineligible player will result in his/her team losing by default.
- Only the captain is allowed to address the official for any reason.
- A game is won when either team has a two-point lead with twenty-five or more points with a cap at thirty points. The third match will be played to twenty-five points, with the winner having to have a two-point advantage. There is no cap for a third match. The winner of two out of three games determines who wins the match.
- A point is awarded on every possession (rally scoring).
- In postseason play, the format changes to a best-of-five with a fifteen point fifth match, if necessary.
- Service of the first game will be determined by a best-of-three paper/rock/scissors match. The winning captain has choice of service or side of the net, with the losing captain getting choice of the option not taken.
- Each team may call one one-minute timeout per game.

Service:

- The serving player shall not serve until signaled to do so by the official. Service may be either underhand or overhand with either a closed or open hand. If a player serves before the whistle is blown, the serve shall be replayed.
- Both feet must be completely behind the end line when the ball is served. A foot fault results in the loss of service.
- A served ball must pass over the net within the out-of-bounds lines without contacting the net.
- When a team is awarded the serve, they must rotate once in a clock-wise direction.
- A player may not block a serve at the net nor set the serve.
- After the ball is hit for the service, the players may move from their starting positions. A back-row player may only spike the ball if he is behind or jumps from behind the ten-foot line. A back-row player may not block.

Play:

- A team is allowed three contacts of the ball (not counting a hit on a block at the net).
- A player may not hit the ball twice consecutively unless the first contact was a block.
- The ball must be hit cleanly. When, in the opinion of the referee, the ball visibly comes to rest at contact, a carry will be called.
- The ball may be hit by any part of the body above and including the waist.
- The ball is out-of-bounds when it touches any surface or object outside the court. A ball touching the boundary line is good.
- A ball may be played if it rebounds from the net within the out-of-bounds lines.

- A player shall not contact any part of the net or its supports while the ball is in play. If the ball is driven into the net so that it causes the net to contact an opposing player, no foul shall be called.
- A player may touch the center line, but only his/her foot may touch the floor on the opposite side of the center-line, as long as some part of that foot still touches the center-line (or can be projected down onto the line). Any part of the player's body may be in the air below the net and beyond the centerline if it does not interfere with an opponent.
- When spiking the ball, a player may follow through over the net provided that he/she first contacts the ball on his/her own side of the net.
- When blocking the ball, a player may reach across the net, but may not contact the ball there until the opponent has hit the ball to return it.

Technical Aspects:

- Substitutions may only take place during a dead ball. A substitute must be from the serving team and shall enter into the rotation in the serving position only (exception: injury or substitution via timeout). A substitute must enter the game before the serve. There is no limit to the number of individual entries or team substitutions in any one game.
- At the moment of service it is illegal for players of the serving team to wave their arms, jump, or form groups of two or more players for the purpose of forming a screen to conceal the action of the server. The referee will be the sole judge of this action which does not have to be deliberate to be a fault
- Only front row players may take part in a block.
- A player may not reach over the net to attack the ball. A player may reach over the net during the follow through after a spike, or during a block on a team's attack or third team hit.
- Back-line players may not block, or attempt to block, nor may a back line player attack the ball above the height of the net in front of the ten-foot line.
- If two teammates contact the ball simultaneously, this is considered one contact, and either of the players may make the next play on the ball. (This does not include action on block attempts.)
- If two opposing players contact the ball simultaneously above the net, either may play the ball on the next hit for the first of their team's three hits. If the ball visibly comes to rest during simultaneous contacts by opposing players, the referee will direct a replay.
- The net may not be touched by a player while the ball is alive. If the ball is driven into the net with such force as to cause the net to contact an opponent, such contact shall not be considered a fault. Inadvertent contact of the net by the hair may be overlooked by the official.
- The lines are considered part of the court; thus any part of the ball hitting a line is inbounds.
- A player may be on the centerline AND over the line so long as some part of his/her encroaching foot remains in contact with the line. Contact with any other part of a player's body with the opponent's side of the court during play constitutes a fault.
- Any attempt to distract a player by yelling, stomping the feet, or distracting action will

result in unsportsmanlike conduct and a red card (point) given.

- Any ball that has been caused by your team to strike the ceiling or ceiling fixtures is considered a point for the team that did not cause the contact.
- A ball may not be held, lifted, pushed, thrown, or carried at any time. Using an open hand to contact the ball in an underhand motion or to direct the ball forward from behind the head with an open hand usually constitutes a lift or carry.

Postseason Seeding:

- Once the regular season finished, postseason seeding will be made based on those results.

- The top six teams will be selected for postseason play.

- The top two teams will be awarded a first-round bye.

- The third seed will play the sixth seed and then fourth seed will play the fifth seed.

- In the second round (semi-finals), the first seed will play the lowest remaining seed while the second seed will play the highest remaining seed.

- In the event of a tie for playoff positioning, seeding will be set by the following criteria in this order:

- i. Head to Head Match Up (if applicable)
- ii. Sportsmanship Rating
- iii. Winning Percentage
- iv. Point Differential
- v. Coin Flip