COED VOLLEYBALL RULES AND REGULATIONS
Revised Aug 2017

NUMBER OF PLAYERS
Teams may play with a maximum of sixteen (16) players. Teams may play with only six (6) players on the court. A maximum of three (3) males and three (3) females is permitted. A minimum of two (2) males and two (2) females must be on the court at all times.

DEFAULTS
Minimum of four (4) players per team are needed to start the game. Games will be delayed three (3) minutes past the scheduled start time. If four players are not present after three (3) minutes, the game will be scored as a default. Games will be recorded as a default after five (5) minutes if the team does not have the minimum of two (2) men and two (2) women on the floor.

LENGTH OF GAMES
Regular season games start 10 minutes past the hour. Each match will be 2 sets to 25 points or up to 40 minutes, whichever comes first. If tied when the 40 minutes is up, the team that scores the next point wins that set. Teams must win the set by 2 points, up to 30 points maximum.

POINT SYSTEM
The point system will be counted per set basis (e.g. Win 2 sets = 6 points, Win 1 set = 3 points, Win 0 sets = 2 points, Default = 0 points). During play-offs, it will be best 2 out of 3 with the first 2 sets to 25 (Max 30) and in the 3rd set, teams must win by 2 points, up to 20 points. There are no time limits during the play-off matches.

RULES OF THE GAME

a) Net fouls: the net shall be set to women’s net height.

b) Blocking: Players must not interfere with opposing team's play. Blocking or spiking the serve is not permitted. For Blocking Spikes, hands may cross but not touch net. Only female players may jump and block. Males must have both feet on the ground if they are attempting to block a spike.

c) Spiking & Tipping: Females may spike and tip from in front of or behind the attack line. Males that jump may spike and tip from behind the attack line only. Males may spike or tip from in front of the attack line, provided that both the player's feet remain on the ground during the spike or tip attempt.

d) Serves: All players may double hit the serve without violation. Lifting, directing and all other double hits will be called. Server must wait for referee's whistle before serving ball. Players are given 5 seconds to serve the ball after the referee has blown the whistle. Jump serves are not permitted. If the ball hits the ceiling, lights, bleachers, basketball net, rim or backboard, then it is considered out and a loss of service or point will result. GYM C only- A ball that strikes the face of the bleachers and deflects down onto the court will be ruled in, if the bleachers are extended onto the playing surface. If the ball hits the face of the bleachers and bounces up toward the playing surface or bleacher area is ruled out, if the bleachers
are extended onto the playing surface. If there is a conflict of calls between referees and an umpire, scorer or line judge, a "re-serve" will be called.

e) Rotations: Proper rotational order must be maintained for service and service reception. After service, all females may move to the frontcourt. Males may then move to backcourt positions. Improper rotation on serve and service reception results in a point against and loss of serve if team was serving.

f) Referee Calls: If there is a conflict of calls between referees and an umpire, scorer or line judge, a "re-serve" will be called. If a team delays play intentionally, a warning will be given. A second occurrence will cost the offending team a point and loss of serve if team was serving.

g) Time Outs: One "time-out" (thirty seconds) is allowed per team, per game, during the regular season. Two "time-outs" are allowed per team, per game, during the play-offs. Time-outs may not be called with under 2 minutes left in the game. The clock will run during time-outs and the time-outs can not be successive.

EJECTIONS

Verbal abuse of the officials and/or other players will result in YELLOW cards. Players who receive two YELLOW cards will be ejected from the game and must leave the gym. The ejected player is also suspended from their teams next scheduled league game. The ejection causes their team to drop below the minimum number of required players, the game is scored as a default.

Fighting, racial slurs, and excessive verbal abuse of officials will not be tolerated. RED card ejections will be assessed in these situations. Players receiving red cards must leave the gym. They must also appear before the UTM Review Board.

NOTE: the minimum penalty for fighting is a one-year suspension from Intramural volleyball. If a player has two game ejections for YELLOW or RED cards during the season, that player will be suspended for the remainder of the season. If a team has two players ejected in the same game for YELLOW or RED cards, the team will lose that game by default.

FINES AND PENALTIES

Teams: 

Teams will be disciplined accordingly for the following player game ejections:

- ONE EJECTION during regular season - team probation for remainder of season
- TWO EJECTIONS during regular season - deduction of 2 points from the teams’ point total
- THREE EJECTIONS during one season of play - team ejection from league and $20.00 fine

Teams who accumulate game ejections from all league games must pay the following fines:

- 7 YELLOW cards in the regular season results in a $10.00 fine plus deduction of two points from the teams’ point total column
- 10 YELLOW cards at any time during the regular season and play-offs results in a $20.00 fine and the team is ejected from league
Players:

Players who are ejected from regular season or play-off games must pay the following fines:

- 1st Ejection results in a $10.00 fine plus a one game suspension
- 2nd Ejection results in a $20.00 fine plus suspension from the league

Players who accumulate YELLOW cards and game ejections from all regular season league games must pay the following fines:

- 3 YELLOW cards result in a $10.00 fine plus a one game suspension
- 5 YELLOW cards result in a $20.00 fine plus suspension from the league (Note: Game ejections count as 2 yellow cards).