UTM CAMPUS REC INTRAMURAL

COED VOLLEYBALL

RULES AND REGULATIONS
Revised October 10, 2013

All intramural participants are expected to abide by the UTM Code of Fair Play

1. Team will consist of a maximum roster of 16 players. Teams may play with only 6 players on the court. A maximum of 3 males and 3 females and a minimum of 2 males and 2 females must be on the court at all times.

2. A minimum of four players per team are needed to start the game. Games will be delayed 3 minutes past the scheduled start time. If four players are not present after 3 minutes, the game will be scored as a default.

3. NET FOULS: The net shall be set at women's net height.
   a) Blocking- Players must not interfere with opposing team's play. Blocking or spiking the serve is not permitted. 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.
   b) Foot and Net Fouls- a player's foot may now cross the centre line. In addition, players may unintentionally contact the net or have their foot cross over the centre line without infraction, as long as it does not interfere with the play.

4. 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.

5. All players may double hit the serve without violation. Lifting, directing and all other double hits will be called.

6. 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.

7. 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.

8. 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 = Point against and loss of serve if team was serving.
9. If there is a conflict of calls between referees and an umpire, scorer or line judge, a "re-serve" will be called.

10. 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.

11. 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.

12. Regular season games start at 5:10 pm. Teams may warm up starting at 4:30 pm. Games will be recorded as a default after 5:15 pm, if the team does not have the minimum of 2 men and 2 women on the floor ready to play. 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.

13. 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)

14. *During play-offs, it will be best 2 out of 3 with the first 2 sets to 25 (Max 30) and the 3rd to 15. In the 3rd set, teams must win by 2 points, up to 20 points. There are no time limits during the play-off matches.

15. 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.

16. 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. If the ejection causes their team to drop below the minimum number of required players, the game is scored as a default.

17. 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. Further disciplinary action will be assessed according to the guide-lines of the UTM Intramural Review Board Handbook.

**NOTE: the minimum penalty for fighting is a one year suspension from Intramural volleyball.

18. 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, INCLUDING THE PLAY-OFFS.

19. If a team has two players ejected in the same game for yellow or red cards, the team will lose that game by default. This includes all league and play-off games.

20. TEAMS THAT DEFAULT ONE MATCH WILL LOSE 50% OF THEIR PERFORMANCE BOND. TEAMS THAT DEFAULT TWO MATCHES WILL LOSE 100% OF THEIR PERFORMANCE BOND AND WILL BE REMOVED FROM THE LEAGUE!
21. **FINES AND PENALTIES- Players and Team**

**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

**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

**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** who accumulate yellow cards and game ejections from all regular season league games must pay the following fines:
- 3 yellow cards results in a $10.00 fine plus a one game suspension
- 5 yellow cards results in a $20.00 fine plus suspension from the league
  (Note: Game ejections count as 2 yellow cards).

The Team Performance Bond is due after the Team Entry meeting. All team and player fines will be taken out of the team’s Performance Bond. If at any time during the season, a team’s Performance Bond has been depleted, the team representative must re-pay the entire bond to get back into the league. Failure to re-submit the Performance Bond will result in immediate expulsion from the league.

22. **PLAYER INJURIES-** If in doubt as to the nature or extent of injury, do not move the injured player, contact a staff member located at the RAWC Control Counter immediately.

ACCIDENTS, DAMAGED EQUIPMENT AND SAFETY CONCERNS SHOULD BE BROUGHT TO THE ATTENTION OF THE RAWC STAFF IMMEDIATELY!