UTM CAMPUS REC INTRAMURAL

COED VOLLEYBALL

RULES AND REGULATIONS
Revised October 19th, 2015

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

1. Team will consist of a maximum roster of 15 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 Fouls- Foot can cross centre line, but only if part of foot remains in contact with line. Any part of body going under the net or touching the net results in a point or loss of service, if team was serving.

4. Spiking & Tipping- Females may spike and tip from in front of or behind the attack line. Males may spike and tip when they jump 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.

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/round robin. 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. Teams will play a best 2 of 3 game match in a 50 minute time period. The first 2 games to 25 points and the 3rd game will be played to 15 points. All games will be won by the first team to reach 25 or 15 points (3rd game) by RALLY POINT FORMAT. Teams must win by 2 points, but each game will be played to a maximum of 30 points in games 1 and 2 or 20 points in game 3. Teams will switch sides after the first game. If at any point in the 2nd or 3rd game the time runs out, the team in the lead will win that game. If the game is tied when the horn sounds at 50 minutes, the next team to score a point wins.

13. 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 game.

14. If a player ejection (and resulting suspension) causes their team to drop below the minimum number of required players, the game is scored as a default.

15. 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 for the duration of the game.

16. IF A PLAYER HAS TWO GAME EJECTIONS FOR YELLOW OR RED CARDS DURING THE TOURNAMENT, THAT PLAYER WILL BE SUSPENDED FOR THE REMAINDER OF THE TOURNAMENT, INCLUDING THE PLAY-OFFS.

17. 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 round-robin and play-off games.

18. 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. A TELEPHONE IS LOCATED AT THE CONTROL COUNTER IN CASE OF SERIOUS EMERGENCIES!

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