Revised July 2022

UTM INTRAMURALS - OPEN VOLLEYBALL

RULES AND REGULATIONS

All Volleyball rules are set out by Ontario Volleyball Association with the following exceptions:

NUMBER OF PLAYERS

- All games will be played with a maximum of 6 players on the court for each team. A minimum of 4 players for each team is required to start the game
- Teams may use up to a maximum of 2 NOMADS*. (Read "Nomads" heading for further details)
- All teams will have a maximum roster of 20 participants

DEFAULT

- For every minute that a team is late their opponent will be given 3 point towards their total game score
- If a team does not have enough players by 10 minutes past the scheduled time, the team will lose by default
- The default score will be recorded as 10-0

EQUIPMENT & UNIFORMS

- Proper athletic attire (no jeans or boots) and non-marking shoes must be worn
- Game ball will be provided by UTM Intramurals

LENGTH OF GAMES AND SCORING SYSTEM

- All matches will consist of a best two out of three game series or best score after 50 minutes.
  - The first two sets will be played to 25 points, win by 2 to a cap of 30. The third set will be played to 15 points, win by 2 to cap of 20
- The league is run using a point system:
  - WIN = 3 points
  - TIE = 1 points
  - LOSS = 0 point
  - DEFAULT = -1 points

OFFICIALS

- The referee will be supplied for all UTM Intramurals games
- The referee will have the final decisions on all rules and disputes
- In the event no referee is available, participants may play on the honour system and call their own errors. Team captains/representatives are responsible for the conduct of their players

ELIGIBILITY

- Players (including late players) must check-in on the game sheet before every game in order to participate
- For eligibility rules, please refer to the UTM Intramurals Handbook

START OF GAME & PLAY

- To determine who will serve first, teams will select one individual to have a rock, paper, scissors battle to determine who will serve. Best of 1 game for rock, paper & scissors
- The net will be set to the height of 2.43m
- Players must wait for the referee's whistle before serving
    - If a player serves before the whistle, the team will lose the serve and a point will be awarded to the opposing team
- Jump serves are not permitted
- No player may serve more than 5 times consecutively. After 5 legal serves, the team must rotate
- Blocking or spiking the serve is not permitted. Players must not interfere with opposing team's play
- When blocking, hands may cross but not touch the net
- Players may contact the ball with any part of the body
- A player may land on the line beneath the net but may not cross it. This will result in a point to the opposing team

SCORING & SUBSTITUTIONS

- Rally scoring method: a point is awarded on every rally, regardless of which team serves
- Players must notify the Game Manager if they want to substitute into the game
- No libero subs will be allowed
- Improper rotation on serve and service reception results in a point against and loss of serve if serving

TIME OUTS

- Teams are allowed one 30-second timeout per game
- Time-outs cannot be used in the third set

FOULS AND EJECTIONS

- Verbal abuse of the officials and/or other players will result in a yellow card
- Players who receive two yellow cards will be ejected from the game and must leave the gym
- Ejected players are suspended from their next scheduled game
- If a team has two players ejected in the same game for yellow or red cards, the team will lose that game by default
- Fighting, verbal slurs and excessive verbal abuse of officials will **not** be tolerated
- An ejection will result in an appearance before the administration staff. *NOTE: the minimum penalty for fighting is a minimum one-year suspension*

END OF GAME

- All matches will consist of a best two out of three game series or best score after 50 minutes
- All participants will be required to leave the playing area once they game has ended

TIE BREAKING RULE & PLAYOFFS

- During Play-Offs, it will be best 2 out of 3 with the first 2 sets to 25 points (max 30)
  - If a 3rd set is required, the set will be up to 15 points (max 20)
- There are no time limits during the playoff matches

NOMADS

- * NOMAD: A player registered with the league who is used to by a team to compete in a game where they cannot field enough of their own registered players to begin the game or reach the max playing roster size
- Teams using a NOMAD must have 4 players from their roster signed in.
- Teams can only have a NOMAD if their team cannot field the maximum amount of players to play a game.
- Once a team reaches a roster size of 6 registered players, the NOMAD(S) can no longer play in that game (A registered player is defined as a player on the original team roster).
- A NOMAD may not be added as a substitute and will no longer be permitted to play when a player on the original team roster signs in.