UTM INTRAMURALS - CO-ED VOLLEYBALL
RULES AND REGULATIONS

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

NUMBER OF PLAYERS
- Games may begin with a minimum of 4 players and a maximum of 6 players.
  - A minimum of 2 players of one gender are allowed on the court at a time
- All teams will have a maximum roster of 12 players

DEFAULTS
- Games will start on time as scheduled
- If a team does not have enough players by 5 minutes past the scheduled time, the team will lose by default
- A team that loses a player to injury or technical ejection can continue to play the game without defaulting
- Defaults will be recorded as 3-0

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 40 minutes.
  - The first two sets will be played to 25 points (30 MAX), the third set will be played to 15 points (20MAX)
  - If tied, the first team to the point cap will win
- 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

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 Student 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 first. Best of 1 game for rock, paper & scissors
- The net will be set to the height of 2.43m
- Players may double hit the serve without violation. All other double hits will be called.
- 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
- If the ball lands on the line, it is considered “in”

SCORING & SUBSTITUTIONS
- Rally scoring method: a point is awarded on every rally, regardless of which team serves
- The substitution/rotation method used must be consistent throughout the game
- 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 40 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
COVID-19 SPECIFIC RULES

- Participants must check in with a valid UCheck and their T-card at the beginning of the games.
- Participants must be registered on IMLeagues or will not be able to participate.
- All players will show the Game Manager their T-Card, and allow the Game Manager to verify the number and wait in the designated area for the Game Managers instructions.
- All players must sanitize their hands when they arrive at a hand sanitizing station and wait in designated area.
- Participants will need to maintain social distancing and wear their masks when waiting for the Game Managers instruction.
- All players will wear masks until they are ready to play.
- Masks are highly encouraged during the games.
- Equipment will be switched and sanitized between each set by Game Managers without the match or if the ball comes in contact with a participants head.
- Following the match, participants will be required to verify the score with the Game Manager.
  - No signature will be required on the Game Sheet by the Team Captain.
- Once the score has been verified players will be asked to leave the playing area for the next game to begin.
- No spectators will be allowed to watch the game.