

General Procedures

- A team needs the minimum number of players signed up on IMLeagues in order to be approved to play. If the minimum requirement is not met, team will be waitlisted.
- Players need to pay prior to the start of the season.
- An individual may play on two single gender teams of different leagues who will not play each other in the play-offs. (Ex. A male can play on a Men's team and a Fraternity team, but not a Men's A and Men's B.)
- Team sportsmanship will be rated during the season on a scale of 0-4. Your team must have an average of a 2.75 or higher to be eligible for play-offs.

Eligibility

- Only currently enrolled Ferris State students, faculty and or staff are eligible to participate.
- Current Varsity Volleyball players are not eligible to play intramural volleyball
- **Only 2 Club sport members are allowed to play on one 4v4 Volleyball team.**
- **NO ID, NO PLAY. NO EXCEPTIONS! ID's will be checked before each game. If you don't have your ID, you will not play that game.**

Playoff Eligibility

- IM Sports recommends that you have at least two extra players than the required amount on your roster in case you need subs throughout regular season and for playoffs.
- All players must be listed on the team roster as soon as possible during the regular season.
- Rosters will be frozen the final week of regular season. This means that all players **MUST** be signed up on IMLeagues on the roster of that team AND paid for prior to the beginning of playoffs.

Playoffs.

- In playoffs you are not guaranteed to play on the same day as your league play. Playoffs may be played Sunday through Thursday.
- Playoff schedule will be posted online at on IMLeagues.
- Team captains are responsible for knowing all rules and relaying that info to all team members.
- Team captains are also responsible for the actions of their fans.

Equipment

- Ball: a game ball will be provided by Intramural Sports.
- Shoes: each player must wear a non-marking court shoe of soft-pliable rubber.
- Headwear: all hats and bandannas are illegal.
- Mouth guards: it is strongly recommended that a mouthpiece be worn.
- **Jewelry is illegal. All head/facial piercings must be removed. If you want to wear it then don't play.**
- Casts: no casts or splints are allowed.

NOTE: Officials of each game will determine legality of all equipment. A player wearing illegal equipment will not be permitted to play.

Teams

- The game shall be played between two teams of 4 players each. 3 players are required at game time to avoid a forfeit.
- Co-Rec: (2 males & 2 females).

There cannot be more than 2 players of one gender on the court at any time during the contest. Legal ratios of male-female are: 2 men & 2 female; or 2 men & 1 female; or 2 females & 1 male.

Shorthanded teams: At no time during a game may a team play with only two players. If a team becomes incomplete, (less than three players) for any reason, and there are no substitutes available, the shorthanded team will lose by forfeit.

- Substitutions: Players may substitute during dead ball situations by checking in with the court official. Team members must wait for an official to wave them in before entering. CoRec substitutions must be male-for-male and female-for-female.

Rally Scoring

- Games will be scored with rally scoring (i.e. each serve results in a point, even side-outs). Matches will be played first team to 30 points (win by two points, cap at 32 i.e. the first team to reach a score of 32-points wins the contest even if within two points).
- Each contest is played the best two out of three matches; the first team to win two matches will be declared the winner of the contest.
- If the contest goes to a third and final match then the scoring is changed to first one to 15-points, win by two; cap at 17-points. (Rally scoring)

Match Time/Forfeits/Time Outs

- Forfeit Time - **Game time is forfeit time.** Teams must be signed in with the required number of players (and ready to play) at game time to avoid a forfeit.
- If a team does not have the proper number of players to field a team (3 players), at the scheduled game time then the team not prepared will forfeit the first match of the contest.
- Each team will be allowed 1 time out per game. Time-outs will only be awarded to the players on the court and during a dead ball (side out) situation; time-outs called during play will not be awarded.

Injured Player

- **Any player that is found to be bleeding must immediately be removed from the game and must receive attention to stop the bleeding. If in the officials judgment there will be an unusual delay (more than 30 seconds) to administer the first aid, the player who is bleeding must be substituted for.**

Captain's Protest

- When a team requests a charged time-out for a rule interpretation or scoring conflict, the referee will confer with the team captain or manager. This protest may only be used if the team has at least one time out remaining, and each team may only use the captain's challenge two times during a contest.
 - a) If the referee determines the rule was misapplied or the score was incorrect, the time-out will be recorded as an official's time-out rather than a team time-out.
 - b) If the ruling or score is found to be correct, the time-out will remain as a charged team time-out.

Game Play

- **Beginning Play:**
 - a) A coin flip will determine which team serves first.
 - b) The teams will change sides after each game.

- **Service:**
 - a) The server must stand behind the rear boundary line and may serve anywhere along the end line.
 - b) Server has 5 seconds to serve after the whistle is blown. Penalty: one (1) warning, then loss of serve.
 - c) If a player serves out of order, the serving team loses the service and any points gained during such out of order service. The players of the team at fault must immediately resume their correct positions.
 - d) If the ball touches the net on the service and goes to the other side of the net it is live.
 - e) Foot faults will be declared if any part of the server's foot touches the back line.
 - f) Players may NOT block or attack the serve.

- **Ball contact during play:**
 - a) Each team will be allowed a maximum of three (3) contacts per side before returning the ball to the opponent's area.
 - b) **CoRec: If the ball is hit 3 times, there must be one female hit or the ball is side out.**
 - c) Ball contact may be made with any part of the body above the waist.
 - d) No player may hit the ball twice in succession.

- **Play at Net:**
 - a) When a ball in play other than a serve touches the net completely between the poles, it is considered good and play continues.
 - b) A player may not spike a ball that is on the opponent's side of the net.
 - c) A player may not cross the vertical plane above or below the net while the ball is in play (a foot may not cross the line below the net). A player may break this vertical plane above the net only if s/he begins contact with the ball on his/her side of the court and the subsequent follow-through carries the arm across this plane.
 - d) If the ball is driven into the net with such force as to cause the net to contact a member of the opponent's team, no penalty will be issued to either team and play will continue until point is normally over.
 - e) No player may, at any time, touch the net.

- **Back Line Players:**
 - a) A back line player returning the ball to the opponent's side while forward of the attack line must contact the ball when at least part of the ball is below the level of the top net. If the player is behind the attack line when returning the ball, the restriction does not apply. Nor does the restriction apply if the back line player jumps from behind the attack line and after contacting the ball lands on or in front of the line, providing the takeoff was clearly from behind the line.
 - b) Back line players may not participate in the action of blocking.
 - c) **For 4v4, the server will be considered the only back row player.**

- **Simultaneous Hitting:**
 - a) If two (2) or more players of the same team contact the ball simultaneously, it is considered as only one (1) contact. However, neither one of the players involved may participate in the next play (contact).
 - b) If one (1) or more players are attempting to block a shot and have contact with the ball, the/these player(s) is/are eligible to participate in the next contact. The block will not count as a contact for his/her team.
 - c) If two (2) or more players of opposing teams contact the ball simultaneously above the net, any one of the players involved are eligible to participate in the next play.