

British Columbia Institute of Technology – Recreation Services

Intramural Volleyball Rules

Section 1: Intramurals Procedures and Guidelines

Authority, eligibility, scheduling, forfeits, concedes, conduct, sportspersonship and other intramural procedures are covered in detail in the BCIT Intramurals Procedures & Guidelines.

Section 2: Number of Players

Each team must have a minimum of 6 eligible and registered players for the duration of the league. Teams can play with a minimum of 4 players to start the game. The maximum number of players per team is 15, unless otherwise permitted by the Sports Programs and Intramurals Coordinator.

Section 3: Game Play

1. Volleyball Intramurals are self-officiated; a high degree of sportspersonship is expected from all players. The Sports Programs and Intramurals Coordinator and/or Intramurals Staff will make final on-site decisions, should game-related conflicts arise that are unresolvable by the Team Captains of the game.
2. Games will begin at the assigned time. A 10-minute grace period will be given to each team: afterward this time, a forfeit will take place. Teams can play with a minimum of 4 roster players to start the game.
3. Prior to each match, Team Captains must meet to decide “house rules”. This includes, but is not limited to roof balls, other volleyballs entering the court and limitations to blocking.
4. A match consists of the best two-of-three rally point games. The first and second games are played to cap at 25; third game cap at 15. One team must score at least 5 points for the third game to count as the deciding set. If not enough points are scored, the match is decided by total points in the first two games.
5. During playoffs, best two-of-three rally point games. The first and second games are played to 25 with no cap; third game (if needed) to 15 no cap. **Note:** no cap = team must win by two points.
6. Substitutions can be made at any time.
7. A forfeit constitutes a loss in the standings and recorded as follows: 2 - 0 for the match (0-25 for each set)
8. Rock, paper, scissors game or ball toss will determine which team starts service. The other team will start service in the next set. In the event of a third set, rock, paper scissors or ball toss will determine which team serves.
9. The ball may be contacted no more than three times in succession by a team. (Note: the block does not count as a contact).
10. The ball must pass over the net and completely between the antennas to remain in play.

11. While crossing the net, the ball may touch the net, even during the service action.
12. Serve is always performed by the player in position 1 (back right corner). The server must serve the ball from behind the back line (ie. the server's foot cannot touch the back/end line). A serve is good if it hits the net, as long as the ball falls on the opponent's side of the net.
13. The ball may be played by any part of the body (serve must take place with hand or arm). Two-handed service reception is allowed and counts as a single hit.
14. A ball may never be carried or allowed to come to rest (held).
15. Multiple contact is allowed on the first contact if it occurs during one attempt to play the ball.
16. Any ball that passes through the roof boundaries, but remains on the same side of the court, may be played. Any ball that passes through the roof boundaries but crosses the net and goes to the other side of the court, is considered out of bounds, and may not be played.
17. A player may **NOT** contact the net with any part of his body (excluding hair) or clothing. This includes the top tape, the mesh, the bottom tape, and antennas. If such a violation is committed, a point will be awarded to the other team.
18. It is not a fault when the force of an opponent's contact of the ball hitting the net causes a player to contact the net, nor is it a fault when a player has incidental contact with the supports or support cables or referee stand.
19. Players are not allowed to contact the opponent's court with any part of the body. Players are allowed to contact the opponent's court with the foot, as long as part of the foot is on the own court side (either on the ground or above the court).
20. Calls are made on an honour basis. Intramural Staff may, at any time, intervene and make a call if they feel necessary. If both teams disagree on a call, a re-serve will occur.
21. Players are allowed to switch positions after the serve; however, they must return to their original spot in the rotation before the next serve.
22. Players must rotate to ensure equivalent playing time. Player rotation occurs upon winning the serve from the opposing team.

Section 4: Sportpersonship

Teams and players are expected to exhibit sportspersonlike conduct throughout the league program. Players may be penalized, ejected from the game, or possibly suspended from further games depending on the severity of the offense. See Section 6 of the BCIT Recreation Services Intramurals Procedures & Guidelines for further information regarding sportspersonship.