

## BRITISH COLUMBIA INSTITUTE OF TECHNOLOGY INTRAMURAL CO-ED VOLLEYBALL RULES

### ***Section 1: Intramural Policies and Procedures***

Eligibility, protests, forfeits and concedes, conduct, appeal, and attire are covered in details in the BCIT Intramural Policies and Procedures.

### ***Section 2: Authority***

With the absence of an official, players must use their discretion to ensure safe and fair play. To avoid unnecessary disputes and conflicts, it is required that play is stopped when any player on the court makes a call. Play can only resume once both teams have agreed on the call. The *Programs and Intramurals Coordinator* has the maximum authority to ensure that the given game runs in an appropriate and “proper” manner. This implies that they may deal with any form of unsportspersonlike conduct in any manner that they may deem necessary. This includes, but is not limited to: ejecting players, forfeiting a team, and forfeiting a contest.

### ***Section 3: Number of Players***

Each team may register any number of players unless otherwise deemed by the *Sports Programs and Intramurals Coordinator*. A team may play a game with as few as 4 players and minimum of 2 self-identifying females, without defaulting. **Players cannot be added to the roster after the conclusion of the regular season.** Special consideration may be obtained from the *Recreation Programmer*.

### ***Section 4: Transfers and Additions***

No player, having played for one team, shall play for any other team during the league’s schedule. Special consideration, however, may be given to players on a forfeited team and players on overcrowded teams. All transfers have to be approved by the *League Manager or Recreation Programmer*. Players that have not played during the regular season are not allowed to play during playoffs. All playoff participants must have played at least two regular season game.

### ***Section 5: Game Play***

1. The *League Manager or Recreation Programmer* will make final on-site decisions.
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 players to start the game (2 female).
3. 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, match is decided by total points in the first two games.
4. During playoffs, best two of three rally point games. The first and second games are played to 25 with no cap; third game if need to 15 no cap. (no cap = team must win by two points).
5. Substitutions can be made at any time.
6. Rock, paper, scissors game will determine which team starts service. The other team will start service in the next set. In event of a third set, rock, paper scissors will determine which team serves.
7. The ball may be contacted no more than three times in succession by a team. (note: the block does not count as a contact).
8. The ball must pass over the net and completely between the antennas to remain in play.

9. While crossing the net, the ball may touch the net, even during the service action.
10. 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.
11. 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.
12. A ball may never be carried or allowed to come to rest (held).
13. Multiple contact is allowed on the first contact if it occurs during one attempt to play the ball.
14. 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.
15. A player may **NOT** contact the net with any part of his body or clothing (note: incidental contact of hair is not a fault). 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.
16. 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.
17. 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).
18. Calls are made on an honour basis. The *League Manager* may, at any time, intervene and decide a call if he/she feels necessary. If both teams disagree on a call, a re-serve should occur.
19. Players are allowed to switch positions after the serve, however, they must return to their own / originally spot in the rotation before the next serve.

### **Section 6: Coed Rules**

A team cannot play with less than 4 players on the court at one time. A team must have at least 2 females on the floor at all times. If a team is playing with 6 participants, minimum 2 females, plus addition of 4 players can be on the floor. If a team has less than 6 players due to injury (ies), ejection (s) or absence (s), 2 female players must remain on the floor at all times. If a team does not have 2 female players on the floor, they will forfeit the game.

### **Section 7: Rotation Rules**

When there are only 2 female players on one team, the players must rotate to ensure equivalent playing time. For instance, if there are 2 female players and 4 or more of male players, the team will rotate the 4 or more male players but the 2 female players will remain on the court.

### **Section 8: Captains**

1. Captains are responsible for informing their team of all policies and procedures.
2. Captains must sign the game sheet before the start of the match
3. Captains are responsible to confirm that the correct score is recorded.

### **Section 9: Sportpersonship**

Teams and players are expected to exhibit sportpersonlike conduct throughout every contest. Delay of the game, obscene language or gestures, and arguing with the staff constitutes unsportpersonlike behavior. Players may be penalized, ejected from the game, or possibly suspended from further games depending on severity.

The purpose of the rules of volleyball is to provide a guideline which describes the manner in which the game is to be played. Intramurals leagues places a high demand on each individual player being morally bound to abide by the rules. There is a high expectation for individuals to maintain a high level of fair play through responsible behavior. It is assumed that no volleyball player will intentionally violate the rules. An intentional foul would be considered cheating and a gross offense against Sportspersonship values. Highly competitive play is encouraged but never at the expense of mutual respect between players. Such action as taunting, dangerous play, intentional fouling, or other win at all cost behaviors are contrary to the spirit of the game and must be avoided by all players.