

Intramural Indoor Volleyball Rules

The following set of rules addresses gameplay for intramural volleyball. Any additional situations that arise will be ruled on according to the USA Volleyball rulebook. Additionally, the intramural handbook addresses intramural policies that apply to all sports and should be read prior to registering an intramural team.

- Postings:** Schedules, league updates, game results, and playoff brackets will be posted on IMLeagues as that information becomes available. Team captains should check the site regularly to check for changes.
- Eligibility:** All students are eligible to participate in the Intramural Sports Program, provided they are enrolled during that semester/block at St. Olaf.
- All faculty, staff, and spouses are eligible provided they have a current Recreation Pass, have signed the necessary waivers, and paid the necessary pass fees.
- All eligibility protests must be presented to the supervisor before the game or when the protested player first enters the game.
- Pre-Game:** All participants must initial next to their name on the scoresheet. Players who participate in an intramural game without initialing next to their name are agreeing to the state indemnity and release that is stated on the intramural scoresheet.
- Equipment:** The intramural staff will provide pinnies with numbers. However, teams may provide their own jerseys, so long as there is a number on either the front or the back.
- Intramural staff reserve the right to request equipment be removed if it is deemed dangerous.
- Forfeits:** To avoid a forfeit, teams must have the minimum number of players checked in by five (5) minutes past game time.
- Players:** Teams may have up to 6 players on the court at any one time. Teams must have at least 4 players to avoid a forfeit.
- For co-rec games, teams may not have more than four players of the same gender on the court at any one time.

Format: Games are played best of three sets using rally scoring. The first two sets are played to 25 points. Teams must win by 2 points; however, the set is capped at 27 points, except in playoffs.

The third set is only played if necessary. It is played to 15 points with teams needing to win by 2 points; however, the set is capped at 17 points, except in playoffs.

Each team is allowed one 30 second timeout per game.

Scoring: In the following situations, the ball will become dead, and a point will be awarded to the non-offending team:

- A player commits a service fault, positional fault, or rotational fault.
- The ball is caused to contact ground or another object outside of the playing area.
- The ball is caused to pass under the net.
- A player contacts the ball twice in succession.
- A player lifts, carries, throws, palms, or makes prolonged contact with the ball.
- A player commits a net fault.
- The ball crosses the plane of an adjacent court.

Blocking: A block is an attempt to intercept the ball coming from an opponent by reaching above the height of the net.

No contacts on a block are counted towards the three hit maximum or the double hit. However, if the ball is caused out of play on a block, that is the fault of the blocker.

Players are not allowed to block the serve.

Positions: There are six positions on the court: front left, front middle, front right, back right, back middle, and back left.

At the time of the serve, no front row player back be behind any back row player. Additionally, left and right players must be the leftmost and rightmost players, respectively.

A positional fault will be a side out for the opponent.

Rotations: Teams must put all players into rotation, such that the serving order remains the same throughout each set.

A player may be removed from the rotation due to injury or leaving the game for another commitment.

Service: The first serve will be determined during the captain's meeting. The team that serves first in the first set will serve second in the second set.

The serve must be executed by the player in the back right position. Additionally, the serve must be made from behind the end line.

The serve may hit the net so long as it continues directly over into the opponent's court.

The receiving team may not attack the serve while the ball is completely above the height of the net.

Net Faults: No player may contact the top of the net while in the action of playing the ball.

No player interfere with the opponent's ability to play the ball by crossing the plane of the net or contacting any part of the net. The key here is interference.

If blocking, no player may reach over the plane of the net to play the ball until the opponent's attack has been completed.

Tips/Set Overs: There are no restrictions on tipping or setting the ball over the net.