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@UK Campus Recreation and Wellness

Intramural Volleyball (Revised 8/19/19)

GENERAL INFORMATION

1. All participants must register at <https://recwellservices.uky.edu/>
2. Click on IMLeagues, Login with your UK Link Blue account and Register
3. Electronically sign the online waiver and pass the participant quiz

Participation in ALL Intramural Events Require:

1. Valid UK or BCTC student, faculty or staff ID required for all contests to participate
2. Jewelry is NOT permitted
3. No hats, skull caps, bandanas, or other headgear. Terry-cloth headband without exposed knots
4. Review specific sport rules for additional attire restrictions

BCTC student/faculty/staff must pay the "Recreation Fee" before access to IMLeagues.com or participation

1. Information about "Recreation Fee" <http://www.uky.edu/plusaccount/uk-estore-information>
2. Pay "Recreation Fee" at <https://iweb.uky.edu/ukestore/> and retain your electronic receipt
3. Email the Intramural Director, Natosha Harris at neharris1@uky.edu and provide an email address
4. Provide an email address you'd like to use to log into your IMLeagues.com account

These groups must send an email neharris1@uky.edu to have an account created for participation:

1. Religious Advisors
2. Spouses of current UK student/faculty/staff can only play on Co-Rec teams

10-minute Rule/Defaults/Forfeits/Inclement Weather:

1. **10-minute rule applies to various sports:**
 - a. At game time, if a team is not prepared to play that team will have 10 minutes to become ready
 - b. To win by forfeit, minimum number to play must be present and signed in with Intramural staff
 - c. If a double forfeit occurs, both teams will receive a forfeit and no team will advance
2. **Defaults vary depending on tournament design**
 - a. Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating
 - b. Two (2) defaults result in a forfeit or are the same as a forfeit
 - c. Submit Default for your game via IMLeagues.com by completing the "Default" link by 5pm the day of your scheduled game time: <https://forms.gle/4o2CNxRGh2uqrVW>
 - d. Failure to submit your default before designated time will result in a forfeit and \$20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.
3. **Forfeits applies to various team sports and tournaments:**
 - a. Team captain, Greek chair or Residential chair **assumes responsibility for that team**
 - b. **Captain or Chair is suspended and responsible for paying the \$20 forfeit fee**
 - c. **Captain or Chair MUST pay forfeit fee PRIOR TO next scheduled game**
 - d. Review our [Wildcard Player Participation Policy](#) to assist team to avoid forfeits
 - e. **Forfeit Fees CAN BE PAID ONLINE at:**
<https://recwellservices.uky.edu/Program/GetProducts?classification=00000000-0000-0000-0000-000000026001>
4. **Inclement weather decisions will be made no later than 3pm on game day**

ROSTERS

- Twelve (12) player limit for Men's, Women's, and Co-Rec teams.
- Players may play for ONLY ONE single sex team whether Greek or Independent.
- Players may, however, play for ONE Co-Rec team and ONE single sex team.
- Players are not officially on a team until they have shown their ID to check in or for on-site registration signed a waiver. Once a player has played for a team that is the team, he or she shall be on for the remainder of the league or tournament.
- To be eligible for the playoffs, a player must play in at least one regular season game.
- In the playoffs, rosters shall be frozen to include only those players who played in at least one regular season game. No additions shall be made during the playoffs.
- Teams may add players through the final game of the regular season or until their team limit has been reached whichever comes first. Once the roster limit is reached the roster is frozen.

PLAYERS

MEN'S AND WOMEN'S TEAMS

- The maximum number of players on the court at one time is six (6).
- A team must have a minimum of four (4) players to start the game.
- Once started, the game may continue with less than four (4) players as long as the team has a chance to win.

CO-REC TEAMS

- The maximum number of players on the court is six (6) (3 men and 3 women).
- A team must have a minimum of four (4) players to start the game (2 men and 2 women).
- Teams with five players shall be 3 men and 2 women or 3 women and 2 men.

LEAGUE OR TOURNAMENT PLAY

- Schedule information will be posted on [Fusion IM](#)
- For league play, each team will be scheduled for four (4) or five (5) regular season games.
- The first (1st) game to be cancelled due to inclement weather, facility issues, closing of the university, etc. will be moved to the end of the season, remaining games will not be rescheduled
- Teams with 3.0 or better sportsmanship rating and .500 or better record will advance to playoffs
- Decisions on rainouts will not be made until at least 3pm on game day and a message will be sent through imleagues.com and or social media

GAME TIME AND LENGTH

- The games shall have no time limit.
- A match will consist of a best 2 out of 3 games.
- **Forfeit Rule:** A 10-Minute Rule is in effect with one (1) point being awarded to the prepared team at the start of the game and each subsequent minute until the opposing team has the minimum required to play.
- **Timeouts:** Each team is allowed two (2) per game. Timeouts will be 30 seconds in length.

SCORING

- 2 out of 3 games is a match
- 25- point rally scoring (win by two points with no cap on winning score)
- 15- point rally scoring for the third game (win by two points with no cap on winning score)
- When a side-out is awarded to a team, that team shall rotate clockwise one position unless on that team (a point is awarded as the team rotates).

COREC SCORING (A more complete list of Co-Rec rules appears at the end of the rules sheet)

- All scoring rules in a Co-Rec game will be scored the same as in a single sex game.

THE GAME

Net Height

- Men's: 7Ft. 11 5/8 inches
- Women's: 7Ft. 4 1/8 inches

Contacting the Ball

- The ball may be played 3 times before crossing the net.
- A player may go outside of the court to play the ball. However, a player may not cross the net extended, or enter an adjacent court to play a ball.
- Legal contact is when the ball hits anywhere on a player as long as it does not come to rest. Feet and legs can be used as long as it is not on an attack.
- The ball must be clearly and cleanly hit. *First ball over the serve cannot be attacked (block or spike). However on the serve double hits are legal on any first ball over.

Violations and Fouls

- Double Hit - hitting two parts of the body in succession, however slight. It is a double hit if it strikes both wrists, fists, arms, or chest if the hands are not put together in some manner.
 - This is legal on first ball over
 - A player who blocks a hit may play the ball once without fault
- Carry - if a ball appears to stick to the hand or hands or appears to come to rest in the hands of a player.
 - **Holding, catching, throwing, lifting, and pushing are illegal hits because of prolonged contact with the ball.**
 - **This is a judgment call by the official and cannot be questioned**
- A team has more than three hits before the ball goes over the net.
 - Blocked hits are not counted
- Serving errors:
 - The server must wait for the official to beckon before a serve may be attempted. If the ball is served before the official's beckon, a re-serve shall be directed. During a team's term of service if the ball is served a second time before the official's beckon, then it is a side -out.
 - The server shall serve from within the serving area and shall not touch the end line or the floor outside the lines marking the width of the serving area at the instant the ball is contacted for the serve.
 - The server's body may be in the air over or beyond the serving area boundary lines, having left the floor from the serving area.
- Touching the net while ball is in play
 - Hair hitting the net is not considered a net violation
 - If the force of the ball hit by an opponent pushes the net or net cables into the player, it is not a net violation
- Player crossing the center line. Complete foot, hand or head over the line.
- Ball out-of-bounds:
 - A. Touching basketball goals
 - B. When touching anything outside of the boundary lines (lines are in play).
 - C. A ball touching a light fixture or any other part of ceiling:
 - (1) Coming down on the same side of the court is still in play
 - (2) Going over the net will result in a side out or point.
- Screening - A screen is an act, intentional or unintentional, which obstructs the opponent's view of the server or the flight of the ball from the server.

Violations and Fouls (Continued)

- Serving - All players, other than the server, shall be within the playing area (but may touch the boundary lines) when the ball is served. The server must serve from within the serving area and shall not touch the lines bounding this area at the instant the ball is contacted when hit for the serve. The serving area encompasses the entire baseline of the court but must be between the sidelines extended.
- Blocking - Blocking at the net is allowed by front row players only. A blocker may reach over the net to block a ball that is being returned to his court or when the opposing team has completed their attack. A player that blocks a ball may hit it again. A block is not considered a hit. A ball blocked simultaneously by two players of the same team can be hit again by any player.
Note: If two members of opposing teams strike or block the ball simultaneously and it goes out of bounds, it is the fault of the team who is behind the direction of the ball. If the ball falls to one side of the net, that team may play the ball three (3) times.

Back Row Player

- A back row player may not attempt to block or participate in a block.
- A back row player may not attempt to return a ball that is completely above the top of the net while positioned:
 - A. On or in front of the 10 foot spiking line or its out-of-bounds extension.
 - B. In the air, having left the floor on or in front of the spiking line or its out-of-bounds extension.

Note 1: In cases where teams are playing with only 5 players the server and the player immediately to his/her left are the designated back row players.

Note 2: When playing with only 4 players, the server is considered to be a back row player.

SPECIAL CO-REC RULES

PLAYERS

- The maximum number of players on the court is six (6) (3 men and 3 women).
- A team must have a minimum of four (4) players to start the game (2 men and 2 women).
- Teams with five players shall be 3 men and 2 women or 3 women and 2 men.

SCORING

- 2 out of 3 games is a match
- 25- point rally scoring (win by two points with no cap on winning score)
- 15- point rally scoring for the third game (win by two points with no cap on winning score)
- When a side-out is awarded to a team, that team shall rotate clockwise one position unless on that team (a point is awarded as the team rotates).

THE GAME

- Net height: 7Ft. 11 5/8 inches
- All other rules shall be the same as what is stated above.

UNSPORTSMANLIKE CONDUCT

- **Unsportsmanlike Conduct or fighting will not be tolerated!**
- **A team representative is a participant, player, non-player, captain, coach, manager, spectator or anyone representing a team.**
- **Unsportsmanlike Conduct includes behavior, language and actions that are a violation of the University of Kentucky Student Code of Conduct.**
- Unsportsmanlike Conduct includes behavior, language, action and contact towards a team representative, ref/official, Intramural Staff or Campus Recreation and Wellness staff
- Unsportsmanlike Conduct that is but not limited to:
 - Arguing a call
 - Behavior, language, action that is abusive, demeaning, insulting, disruptive, threatening
 - Contact that is excessive or unnecessary and contact that is persistent, severe, extreme, vulgar, violent or flagrant in nature
- A team representative will be disqualified from the game, ejected from participation, shall leave the facility and may be subjected to expulsion from further Campus Recreation and Wellness events or programs
- Teams must get a 3.0 sportsmanship rating in knockout rounds or maintain a 3.0 sportsmanship rating average to advance to playoffs. In playoffs, if a team receives a 2,1, 0 sportsmanship rating that team cannot advance in playoffs.
- **Two (2) unsportsmanlike conduct penalties against a player constitutes an automatic ejection.**
- **Four (4) conduct unsportsmanlike penalties against a team or four of any kind will forfeit the contest.**
- **Six (6) conduct unsportsmanlike penalties against a team during the season will forfeit the team's remaining schedule**
- Game (s) may be forfeited at the discretion of the ref/official, Intramural Staff or Campus Recreation and Wellness staff

CONDUCT (All team representatives are expected to display good sportsmanship)

- Any team representative ejected from a game for any reason shall be suspended from **ALL** Intramural play until they contact the Intramural Director.
- It is the responsibility of the team representative to setup an appointment with the Intramural Ejection Board by emailing the Intramural Director at neharris1@uky.edu
- If players are found to be participating before being reinstated, they will be suspended from all Intramural activity for the remainder of the semester. A team for which an ineligible player participated will forfeit all games.

PROTESTS

- There will be no protest involving official's judgment in games that are officiated by the Intramural Staff.
- Protests of rule interpretation must be made before the start of the next dead ball situation.
 - To protest, the protesting team must begin the process immediately following the event in question. The supervisor's decision is final.
 - Protests can be made without team time-outs. A rejected protest in this case will result in an unsportsmanlike conduct penalty on the team captain.
- In non-officiated games, any and all disagreements between teams must be settled by the players. Disagreements not resolved within reason or in a timely manner, Intramural Staff will intervene and decide to resolve the disagreement and their decision is final.
- Eligibility protests are permitted. They must be filed in writing by noon the following business day.
- All eligibility protest must be emailed to the Intramural Director, neharris1@uky.edu or turned into the IM Office, room 172-B of the Johnson Center.