Intramural Volleyball Rules (Revised 8/23/17)

GENERAL INFORMATION
All participants must register at https://recwellservices.uky.edu/ to participate
To access Fusion IM, Log In with your UK Link Blue account, select Fusion IM & Register
Electronically sign the online waiver and pass a participant quiz based on Participant Handbook

Participation in ALL Intramural Events Require:
Valid UK or BCTC student, faculty or staff ID required for all contests to participate
Jewelry is NOT permitted
No hats, skull caps, bandanas, or other headgear. Terry-cloth headband without exposed knots
Review specific sport rules for additional attire restrictions

BCTC student/faculty/staff must pay the “Recreation Fee” before access to Fusion IM or participation
Information about “Recreation Fee” http://www.uky.edu/plusaccount/uk-estore-information
Pay “Recreation Fee” at https://iweb.uky.edu/ukestore/ and retain your electronical receipt
Then email the Intramural Director, Natosha Harris at neharris1@uky.edu before participation; please
provide your email address you’d like to use to log into your Fusion IM account. She will create you an
account within the Fusion system enabling you to register for a team and then participate

These groups must send an email neharris1@uky.edu to have an account made:
Religious Advisors
Spouses of current UK student/faculty/staff can only play on CoRec teams

Inclement Weather/Defaults/Forfeits:
Decisions on inclement weather will not be made until at least 3pm on game day and a message will be
sent through Fusion IM and or social media.

Defaults and Forfeits vary depending on league or tournament design
A person undertaking the role of team captain, Greek chair or Residential chair is assuming responsibility
for that team and is responsible for submitting a default for your game and paying the $20 forfeit fee.

Defaults can be submitted via Fusion IM by clicking the “Default” Button with your corresponding game
at least three (3) hours prior to your scheduled game time. Loss by default will not be counted as a
forfeit, nor affect your sportsmanship rating.

Failure to submit your default before designated time will result in a forfeit and the $20 forfeit fee will be assessed.
Two (2) defaults result in a forfeit or are the same as a forfeit. The team captain, Greek Chair or Residential Chair must
pay the forfeit fee before the next scheduled contest.

Forfeits applies to various team sports and 10 minute rule applies to various sports:
If a team is not prepared to play with the required or minimum number of players signed-in when the appointed time
arrives, that team will have 10 minutes to become ready to play. To obtain a contest victory by forfeit, the required or
minimum number of participants must be present, signed-in on the score sheet and ready to play. If a double forfeit
occurs, both teams will receive a forfeit; in tournament play both teams with receive a forfeit and no team will advance
to the next round.
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 or 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.
- **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 it’s out-of-bounds extension.
  B. In the air, having left the floor on or in front of the spiking line or it’s 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)
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- 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.

**CONDUCT**
- It is the desire of the Campus Recreation and Wellness Unit that all participants display good sportsmanship.
- Any player 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 player to setup an appointment with the Intramural Director via email, 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.
- Fighting will not be tolerated in any form. Teams will be responsible for their players and spectators. Teams and/or individuals may be subjected to expulsion from any further Intramural Sports.
- Any team criticizing or otherwise ridiculing, or attempting to demean an official or any Intramural staff member shall be liable to expulsion and disciplinary action. In addition, the game may be forfeited at the discretion of the referee, supervisor, or tournament director.

**PROTEST Policy is on the next page**
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.