

USU Intramural 6v6 Volleyball Rules

Participation Warning

There are inherent risks of mental and physical injury while participating in the Intramural Sports Program. Our goal is to reduce or eliminate as many risks as reasonably possible to provide a safe and fun program. This does not mean that injuries will not happen. We ask for your full cooperation in following instructions regarding proper conduct, proper use of equipment and facilities, and adherence to the rules of each sport as established by the Intramural Sports Program. Participants are responsible for the cost of any injury; therefore, you are encouraged and recommended to have adequate health insurance.

The Game

1. 2 teams of 6 players
2. Minimum to start is 4 players (Co-Rec must have at least 2 of each gender playing at all times)
3. There can be no more than 3 players of one gender on the court at one time
4. Best 2 out of 3 games
 - a. First 2 games are to 25 points, win by 2
 - b. Third and last game (if necessary) is to 15 points, win by 2
5. Net height is 8' for men, 7'8" for co-rec, and 7'4" for women

Eligibility Requirements

1. Current USU students, faculty and staff, spouses of students/faculty/staff who have purchased membership to the ARC.
2. Players must bring a valid physical ID to EVERY game
3. NO ID = NO PLAY, NO EXCEPTIONS!
4. Current USU Varsity volleyball players are not eligible
5. Two (2) club volleyball players are eligible per roster. Current practice players count towards this limit.
6. Varsity volleyball players are not eligible to participate in their respective or alike intramural sport, activity or event until a period of one year has passed following completion of all activities for the Department of Athletics. After the period has passed, former intercollegiate athletes must participate at the highest level of competition offered in their respective sport
7. Professional athletes, current or former, may not participate in their respective or alike sport, activity or event. A professional athlete is defined as a person who has been paid to participate in a sport, under contract with a professional team, included on a professional team roster, practiced with a professional team and/or compensated for trying out for a team.

Equipment

1. NO JEWELRY IS PERMITTED DURING PLAY!
2. Proper footwear and attire are mandatory

Scoring

1. Games are played to 25 (rally scoring) and if a third game is necessary it is played to 15
2. All games are win by two points with the cap for the first two games being 27 and the cap in the third game being 17

Equipment

1. Two timeouts are allowed per game (30 seconds)

Substitutions

1. Unlimited substitutions on a dead ball
2. There is no limit on the number of times a player may enter or re-enter the game, but they may only play and re-enter in the same serving spot
3. Co-Rec substitutions must be male for male and female for female only
4. Teams are allotted unlimited substitutions during a match

Rotation & Serving

1. The first server of the set is the right back position. Thereafter, when a team is awarded a loss of rally, the player in the right front position rotates to the serving area
2. If a team has served out of order, the team loses the serve and a point is also awarded to the opposing team at this time. The players of the team at fault must immediately resume their correct position
3. At the beginning of a new game, players may change their positions in their service order

Service Faults

Referee will signal side out and award a point to the opponent when one of the following occurs:

1. The ball passes under the net
2. The ball touches a player of the serving team or any object before entering the opponent's playing area
3. The ball lands outside the limits of the opponent's playing side
4. The server serves from outside the service area or commits a foot fault
5. The player serves with two hands
6. Improper rotation order
7. *A served ball that contacts the net and goes into the opponent's half is live, provided that the net contact occurred between the antennas

Back-Row Players

1. A back-row player (on or in front of the attack line) cannot contact the ball completely above the height of the net and complete an attack
2. A back-row player may attack the ball from behind the attack line and may land on or in front of the attack line providing the takeoff was clearly behind the attack line
3. Any attack by a back-row player in which they takeoff on or in front of the attack line will result in a side-out and a point for the opposing team

Injured Player(s) Policy

If someone on your team becomes injured, please contact the Intramural Program staff at intramurals@usu.edu or 435-797-8388 24 hours before your next scheduled game to inquire about replacing the injured player on your team. A Doctor or Athletic Trainers note may be required. Intramural Sports Program staff has the authority to determine if an injured player will be allowed a substitute. There are limitations when it comes to who can substitute during tournament play. If someone becomes injured during the tournament, an eligible participant may play in their place. Once the injured individual becomes approved to play again, that substitute is then removed from the team roster.

Sportsmanship Rating System

The sportsmanship rating system is intended to be an objective scale by which teams' attitudes and behaviors can be assessed. Behavior before, during, and after a contest is included in each rating. Each team captain is responsible for educating **ALL players and spectators** affiliated with his/her team about

the system. **Teams must maintain a 3.0 average in order to qualify for tournament play. Teams must also receive AT LEAST a 3.0 in order to advance in tournament play.** The Intramural Staff will determine the score for the teams after each intramural contest. The Intramural Staff reserves the right to review and/or change any sportsmanship rating given. Captains inquiring about their team's sportsmanship rating can do so in a few ways:

- Contacting the Coordinator of Competitive Sports or Graduate Assistant of Competitive Sports by emailing intramurals@usu.edu the next day
- Asking the Supervisor at a break in the game that is currently being played
- Checking online in the "Rankings" area of FusionIM

Sport Code	Description
4.0	Team members cooperate with and demonstrate good sportsmanship toward members of opposing teams, spectators, and ALL campus recreation staff. Team manager exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations, and cooperates by providing any information requested by any intramural staff member.
3.0	Team members verbally complain about some of the decisions made by the officials and/or show minor dissensions, which may or may not merit an unsportsmanlike conduct penalty. Teams receiving one unsportsmanlike conduct penalty will receive no higher than this rating. A team defaults the contest, meaning they contact the Intramural Sports office before noon on the day they are scheduled to play to let them know they will not attend.
2.0	Team shows verbal dissent toward officials and/or the opposing team throughout the game, which may or may not result in an unsportsmanlike conduct penalty. There may be one player who consistently question calls in a rude behavior or speak negatively towards the opposing team throughout the game. A penalty may not be enforced as no one instance may warrant that, but the overall behavior may award the team this rating in sportsmanship. Team captain exhibits minor control over team/spectators, but is in control of himself/herself. Teams receiving more than one unsportsmanlike conduct penalties will receive no higher than this rating. Team is unable to produce a team at game time resulting in a forfeit.
1.0	Team continually dissents the officials and/or opposing team from the court/sidelines. There may not be an unsportsmanlike penalty enforced as no one scenario may mandate that, but if multiple players exhibit rude or negative behavior toward the staff or the opposing team, they will be awarded this rating. Team manager exhibits little or no control over team/spectators or himself/herself. Teams that have a player ejected will receive no higher than this rating. The team captain will be required to meet with a Competitive Sports Administrator
0	Team is completely uncooperative; manager has no control over team/spectators/self. Teams play with ineligible participants or withhold any information requested. Damage or destruction of any Campus Recreation facility/equipment. At least one player ejection or causing a contest to be forfeited by any reason than not having enough players will receive this rating. Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee. The team captain will be required to meet with a Competitive Sports Administrator

Teams that receive a sportsmanship rating lower than a 3.0 during any Tournament contest will automatically be disqualified from the tournament.

For full details and our entire Intramural Sports Program Manual, please visit https://www.usu.edu/campusrec/intramural_sports/homepage_intramural

Everything is at the discretion of the Coordinator of Competitive Sports and/or Graduate Assistant of Competitive Sports. If you have any questions, contact them at intramurals@usu.edu or 435-797-8388