VOLLEYBALL

Any rules or play interpretations not discussed below will be covered by the National Federation of State High School Association Volleyball Rules Book and Official’s Manual.

I. GENERAL
   A. Rosters
      i. Players may play for only one men’s or women’s team and one co-rec team.
      ii. A team consists of 6 players. A minimum of 4 players is needed to start the game.
         1. Acceptable combinations of males and females for co-rec included: 3M & 2W, 2M & 3W, 2M & 2W.
      iii. Team rosters are frozen come semi-finals of the playoffs.
      iv. There is no limit to players on the roster. Please note the maximum number of t-shirts awarded to a team will be two (2) times the number of required players for a game.
   B. Roster Restrictions
      i. No current varsity volleyball player may play in intramural sports volleyball.
      ii. No more than 2 current club volleyball players may play on the same team.
         1. Any individual on the official competitive roster for that academic year of a registered/recogized UTSA Club Sport who competes and/or travels with the UTSA Club team. Individuals who submit Club paperwork and/or have practiced with the Club team are considered members for Intramural Sports purposes.

II. Equipment
   A. Volleyballs can be checked out at the membership desk by showing your UTSA student ID card.
   B. Game balls are provided by Intramural Sports.
   C. All participants must wear proper athletic attire as per Campus Recreation Center policy in order to participate. This includes athletic shoes.
   D. Prohibited Equipment
      i. Participants may not wear jewelry.
         1. Participants may not cover up jewelry with tape, band-aids or other such items.
      ii. Participants may not wear hats, caps or bandanas.
      iii. Cast or splints (hard or soft) are not permitted.

III. Timing
   A. Each match has a time limit of 45 minutes.
      i. At the conclusion of the 45 minutes, if the match has not been decided, a tie will be called.

IV. Regulations
A. The Game

i. Net height:
   1. Men’s: Pole marker 43 (7ft. 11-5/8in.)
   2. Women’s: Pole marker 24/25 (7ft. 4-1/8in.)
   3. Co-Rec: Pole marker 38 (7ft. 9-3/4in.)

ii. A coin toss shall begin the game.
   1. The options given to the winning team are to side or service

iii. The team receiving the serve first will serve in the 2nd game. If needed, a coin toss will determine service in the 3rd game.

iv. Teams will switch sides after the first game. If a 3rd game is needed, teams will switch sides when one team reaches 8 points.

v. Scoring
   1. Best two out of three games
   2. First two games are played rally scoring to 25
      a. Team must win by 2
      b. Cap of 29
   3. If necessary, third game is played to 15
      a. Team must win by 2
      b. Cap of 17

vi. Teams will have unlimited substitutions
   1. Players may sub for any position. Rotations: players may not serve twice within a single rotation

vii. Forfeits
   1. Ready to Play and Game Time
      a. A team is considered ready to play when the required minimum number of players for the sport are properly signed-in with IM staff, present at the specific field or court for their scheduled contest, and properly equipped at the designated game time
      b. If at game time, there is one team ready to play and one team that is not, the captain of the team ready to play will be presented the following options by the Intramural Sports Supervisor:
         i. Elect to offer the team that is NOT ready to play a 10-minute grace period to acquire the needed amount of players to begin.
            1. If the other team is able to acquire enough players, the game will be played in its entirety, minus the amount of time it took for the team NOT ready for play to field enough players to begin.
         ii. Elect to NOT offer the 10-minute grace period, and automatically take the win.
      c. The decision made by the captain of the team ready to play is final. He/she may not change their mind.
   2. Penalty Points
a. In the event that the team ready for play elects to offer the 10-minute grace period, the Captain will then be presented with the following options by the Intramural Sports Supervisor:
   i. Elect to start the game tied 0-0
   ii. Elect to start the first game up the following amount of points:
      1. Men’s / Fraternity: 15
      2. Women’s / Sorority: 15
      3. Co-Rec: 15
b. The decision made by the captain of the team ready to play is final. He/she may not change his mind.

B. Rule Clarifications
   i. The Serve
      1. The server may stand anywhere behind (not on) the rear boundary line to serve the ball. And within the sidelines if they were to be extended toward basketball base lines
      2. The server has 10 seconds after the referee signals to serve.
      3. A “let” serve that touches the net is legal as long as it crosses over the net and lands inbounds.
      4. Redo’s: A player may toss the ball up and let it drop to the floor without touching it to signal a redo toss only one per serve rotation
      5. Each member of a team must serve in turn, rotating clockwise 1 position. But not every player has to serve; they may substitute out when it is their turn
         a. Each player must stay in their order that they serve in. Any illegal rotations/out-of-order serves will be a rotational violation resulting in a point for the other team.
      6. Players on the serving team are not allowed to wave their hands, jump, form groups or perform any actions which intentionally screen or obstruct their opponent’s view of the serve.
      7. Blocking or attacking a serve or a “let” serve is illegal
   ii. Playing the Ball
      1. A legal hit is contact with the ball anywhere off of a player’s body, which does not allow the ball to visibly come to rest even momentarily or roll off the body. Legal hits include blocks, passes, sets and spikes.
      2. There are a maximum of 3 hits by a team before the ball crosses the net. The same player cannot touch the ball twice consecutively, unless the first hit was a block.
      3. Simultaneous contact by two players is considered one hit and either player may contact the ball next. When opposing players contact the ball at the same instant, the player on the opposite side of the net from which the ball falls shall be considered the player to have touched the ball last. The other player may participate in the next play and the simultaneous contact shall not count as a hit.
      4. The ball is dead when it comes into contact with any gym floors, structures, walls, basketball backboards, ceiling, etc.
5. Back row players may not leave their feet to make a play at the net. The ten-foot line is the restraining line, so that back row players may jump to spike the ball, as long as they leave the ground from behind the line.

iii. Play at the Net

1. A player shall not contact any part of the net or its supports while the ball is in play; if a player does make contact with the net or ropes then it is a violation.
2. If a player inadvertently touches the official’s platform or net supports/poles (other than rope cable) it is not a foul.
3. When the ball is driven into the net so that it causes the net or its supports to contact an opposing player or players, it is not a foul if the opposing player(s) did not contact the net by their own impetus.
4. A ball may be played from the net provided that a team still has at least one of its three hits remaining.
5. When returning the ball to the opponent’s side of the net, a player may follow through over the net, providing he/she first contacts the ball on his/her own side of the net or directly over the net. A player shall not contact a ball that is completely on the opponent’s side of the net unless the contact is a legal block.
6. Any time a player blocks the ball it is not considered a hit.
   a. If a player blocks the ball and the ball proceeds to his/her side of the net then that same player may make a consecutive play on the ball.
7. Blocking a ball which is completely on the opponent’s side of the net is permitted when the opposing team has had an opportunity to complete its attack. The attack is considered complete when:
   a. The attacking team has completed its three allowable hits.
   b. The attacking team has had the opportunity to spike the ball, or in the official’s judgment, directs the ball with intent to return it to the opponent’s court.
   c. The ball is falling near the net and, in the official’s judgment; no member of the attacking team could make a play on the ball.
8. A ball may touch the net within the side line markers when crossing the net to enter the opponent’s playing area.
9. A ball may be attacked, excluding a served ball, when it has partially crossed the net.
10. Center Line: A player may touch the floor across the center line with one or both feet/hands provide that a part of the foot/feet or hand/hands remains on or above the center line. Contacting the floor across the center line with any other part of the body is illegal.
11. There is interference by a player who makes:
   a. Contact with an opponent which interferes with the opponent’s legitimate effort to play the ball.
   b. Intentional contact with a ball which the opponent has caused to pass partially under the net and the opponent is attempting to play it again.
   c. Penalty for Illegal Net Play: A point or side-out awarded to the opponent.

C. Co-Rec Modifications

i. The serving order and positions on the court shall alternate male and female.
ii. Men CANNOT attack (spike) from in front of or on the 10’ line. They may jump from behind the 10’ line.
   1. If a male attacks the ball in front of the 10 foot line the play will be blown dead and a point will be awarded to the opposing team.
2. A male may however start an attack from behind the 10 foot line and land in front of the 10 foot line after making contact with the ball.

iii. If a team has 2 or more hits on their side, one of those hits must be from a female.

1. In other words if two males play the ball on one side of the net then a female must make a play on the ball before the ball is returned to the other side of the net

2. Two females, however, may hit the ball on one side of the net and return it to the other side without a male making a play on the ball.

iv. If a team only uses 1 hit to hit the ball over, anyone may hit the ball over the net.

D. Penalties and Sanctions

i. A Yellow Card - will be issued for rude behavior, a second minor offense or other serious offenses. A Yellow Card Penalty results in loss of serve and a point awarded to other team.

ii. A Red Card will be issued for extremely offensive conduct, and will result in expulsion from the game, loss of serve and a point awarded to other team.

iii. Teams will be charged a time out for delays caused by illegal substitutions, wearing jewelry or not returning to play when official indicates ready for play.

V. SPORTSMANSHIP

A. Ratings

i. UTSA Campus Recreation’s sportsmanship rating policy has been developed to protect the safety and equity of all participants and those affiliated with supervising our events. The Intramural staff reserves the right to end any intramural contest at any point.

1. The Team Sportsmanship Rating is an objective means for assessing the behavior of teams through an Intramural Sport season.

2. The Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after each game. Failure by the Intramural Staff to give a grade will result in an “A”.

3. Participating in Intramural Sports is NOT a right, it is a privilege. Therefore, the Intramural Sports program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.

4. Two unsportsmanlike penalties on the same player will result in disqualification from the game. The third unsportsmanlike foul by the same team results in forfeiture of the game. (example 2 technical fouls on one player in basketball results in a player ejection, 3 technical fouls on a team results in a forfeit)

5. Any player that is ejected for any reason must come in to speak to the Assistant Director of Campus Recreation-Intramural Sports before their next game. That player or team is not eligible to play until doing so. Team will forfeit their ensuing game if the ejected player does not meet with the Assistant Director. All ejections will warrant a minimum 1 game suspension!

B. Rating Criteria

i. “5” - Good Conduct and Sportsmanship

1. Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an “A” sportsmanship rating.
ii. “4” - Average Conduct and Sportsmanship
   1. Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.

iii. “3” - Below Average Conduct and Sportsmanship
   1. Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a “C” rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

iv. “2” - Poor Conduct and Sportsmanship
   1. Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a “D” rating.

v. “1” - Unacceptable Conduct and Sportsmanship
   1. Team/fans are completely uncooperative. Team Captain has no control over team, fans and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties or cause a game to be forfeited shall receive an “F”. Any team that does not have the required number of players present at the scheduled game time will receive an “F”.

C. Positive Contributions to Sportsmanship Rating:
   i. The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:
      1. Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.
      2. The team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.
      3. Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
      4. Respect is shown for UTSA Campus Recreation facilities and equipment.

D. Negative Contributions to Sportsmanship Rating:
   i. The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:
      1. Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.
      2. Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule
interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.

3. Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.

4. Taunting an opponent or opposing team spectator (trash talk)

5. Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.

6. Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.

7. Any threatening behavior (verbal and/or nonverbal) to any UTSA Intramural Sports or Campus Recreation employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.

8. Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.

9. Damage to or destruction of any UTSA or UTSA Campus Recreation facilities including failure to remove trash from the field or court following a game or match.