

# **Saginaw Valley State University**

## **Campus Recreation**

### **Intramural Volleyball Rules**

#### **TEAM**

- A. A full team consists of four players. A minimum of three players are required to start or continue a game.
  - a. Co-ed- there must be two females and 2 males on the court at all times.

#### **ELIGIBLE PLAYERS**

- A. All current students who pay SVSU tuition for classes on the University Center campus are eligible. Also, any faculty or staff member who has a Ryder Center membership is eligible.
- B. A team may add players at any time during the regular season, providing they have not already played for another team. A player can be added at game time provided he/she has proper identification. This player's name will then be added to the team roster at the Program Desk after checking eligibility. Rosters are frozen for teams participating in playoffs. To be eligible to participate in a playoff game, a team member must have signed in for at least one regular season game.
- C. Every player will be required to present his/her **SVSU picture ID** card to the game official prior to the start of the game. All eligible players will be listed on the score-sheet by the Program Desk following the first game they participated in. If a current SVSU picture ID is not presented, the student will not be allowed to play.
- D. An athlete listed on a varsity athletic roster for the current academic year or participating in varsity or junior varsity workouts for a parallel sport during the current academic year is ineligible to participate during the current year.
- E. A former collegiate varsity letter winner may participate providing one academic year is "sat out".
- F. A team is limited to one former varsity squad member regardless whether a letter was won or not. (A non-letter winner is not required to sit out one year.)
- G. Team captains are encouraged to clear any questionable player eligibility with the Intramural Sports staff.

#### **FORFEIT POLICY**

The IM Staff will allow a five-minute grace period for teams which do not have the minimum amount of players. If that time elapses and one team does not have the minimum number of players, the captain of the team that is prepared will have two options:

- 1) Take the win by forfeit, or
- 2) Give the opposing team an additional 5 minutes to show up.
  - If the team shows up during the additional time period, game time will be reduced by the number of minutes late the game begins. If the captain chooses to take the win by forfeit, the decision may not be changed. If the captain decides to play the game, the captain must accept the results of the game. After the additional five minutes have expired and the team still does not have the minimum number of players, the game will be forfeited.

## **PLAYERS EQUIPMENT**

All players must wear shoes. Cleats of any type are not allowed (This includes Turf shoes). A player cannot wear anything that is dangerous to another player. Knee braces should be covered so that no metal parts are exposed. Shin guards are highly recommended, but not provided by the IM staff. Head gear or wear of any type is not allowed.

No jewelry is permitted during intramural activities, except wedding bands, medical bracelets and stud earrings. Medical bracelets and stud earrings must be taped.

## **GENERAL GAME PROCEDURES**

- A. The game shall consist of 25 minute match
- B. **Coin Toss:** Prior to the start of the game the referee shall hold a coin toss with the opposing team captains after designating which captain will call the toss. The winner of the toss has choice of serving or side of court; the loser has the alternative choice. The teams shall switch courts after each game. If the match goes to three games
- C. **Substitutions:** Substitutions are unlimited but need to be made by the captain only when the ball is dead.
- D. **Time Outs:** Each team is permitted one team time out per game. The length of the time out is 30 seconds.
- E. Rest period between the games is 1 minute
- F. A point will be rewarded to a team when the opposing team violates a rule, or the ball is determined dead. (**Rally** scoring)
- G. The ball shall be rewarded to the team that won the previous point.
- H. The game: The best **two out of three games** will determine the winner of a match. A game is won when one team has scored 15 points and is at least two points ahead. If the team leading does not have a two point advantage, play shall continue until one team has a two point advantage or first to 17 points. The final game of the match will be played to 11 with 15 being the cap.
- I. A team may continue to play a ball they hit which touched the ceiling on the first or second hit as long as it comes down on their side of the court. If a ball hits the ceiling or basketball supports and goes into an opponent's court it is a point.
- J. In co-ed games, the placement of players on the court must be an alternation of men and women.
- K. In co-ed games, in a three hit rally **one** hit must be by a female. **Hits do not have to alternate!**
- L. Net height is 7'8"

## **RULES OF PLAY**

- A. Match play will be regulated by NIRSA rules except where modified

\* Campus Recreation reserves the right to alter these rules throughout the academic year.