

-Texas A&M University-
Department of Recreational Sports
INTRAMURAL SPORTS

6v6 INDOOR VOLLEYBALL

Regulations published in the Texas A&M Rec Sports Handbook will be the governing policies for all intramural sports. Team captains are responsible for possessing a thorough understanding of these regulations and their implications. All games will be governed by the most recent edition of the NFHS (National Federation of State High School Association) Rules Book with the following Texas A&M intramural sports modifications:

1. PARTICIPATION

- a. Proper identification must be presented to check in. Proper identification is a government-issued photo ID.
- b. Roster: Each player's name must appear on the roster before he/she enters a game.
- c. Any player disqualified from a contest will be removed from that game and can still play in next contest.
- d. Any player ejected from a game is automatically suspended from all intramural activities pending a meeting with the appropriate intramural staff member.
- e. Intramural staff retain the authority to require an ejected player to leave the facility. Any player instructed to leave must do so immediately.
- f. **Protest Procedure:** Judgment calls may NOT be protested. If a team wants to protest a rule interpretation, the protest must be made immediately at the time of the questionable incident. Notify the official. The clock will stop while a protest is being filed.
- g. **Eligibility:** The eligibility of all players is the responsibility of team captains and the individual players. Refer to the intramural handbook for details.
- h. **Blood Rule:** Players who sustain an injury causing an open wound will be required to leave the game. A player may not re-enter the contest until the flow of bodily fluids is stopped and the wound covered.
- i. **Jewelry:** Participants are not permitted to wear any jewelry.
- j. **Medical Alert Bracelets** – Permitted, must be taped flush with the skin and may be visible.
- k. **Casts/splints:** Not allowed under any circumstances. Knee braces with exposed metal, hard plastic, or metal hinges must be covered with padding or foam at least ¼ inch thick.
- l. **Religious Headwear** – In the event a participant may not expose his/her uncovered head, the intramural supervisor may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way that it is highly unlikely to come off during play. This stipulation applies only to religious headwear to cover the head and does not apply to any necklaces/rings/ earrings/ bracelets or any other form of jewelry.
- m. Elastic headbands and hair control devices without metal, hard plastic, or bandanas without knots are permitted. Hard items, including, but not limited to, beads, barrettes and bobby pins are prohibited. Other head decorations or headwear are not allowed.
- n. **Equipment** - If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of own glasses.
- o. Any slippery substance of a foreign nature on equipment, clothing, or an exposed part of the body is illegal.
- p. Players may wear a knit or stocking cap (no caps with bills) and/or soft, pliable, non-abrasive gloves. Bandanas with a knot are not permitted.
- q. Footwear: Indoors – all players must wear athletic shoes with non-marking court soles. Hard soled shoes of any kind will not be permitted. Five finger shoes are not considered athletic shoes.

- r. Pants – Participants are encouraged to wear athletic style shorts or pants.
- s. All equipment decisions made by the intramural staff or Rec Sports medic on duty shall be final.

2. THE GAME

- a. **Number of players:** Each team shall consist of six (6) players. Each team must have a minimum of three (3) players in order to begin and continue a game.
- b. If a team plays with fewer than six (6) players, each time an absent player's service turn comes, a point will be awarded to the opposite team.
- c. **Forfeits:** A team who has not submitted their serving order and is not on the floor and ready to play at the scheduled match time will be penalized one (1) point per minute, each game, until it is ready to play. If a team is not ready to play after ten (10) minutes, it will forfeit the match.
- d. Each match will consist of the best 2 out of 3 games. The first team scoring twenty-five (25) points (win by 2 or a 27 point cap) will be declared the winner. If a third and deciding game is required, this game shall be played to fifteen (15) points (win by 2 or a 17-point cap).
- e. **Rally scoring will be used in all games.** It is not necessary for a team to be serving to win the game.
- f. **Time outs:** Each team shall be permitted 1 timeout per game. Timeouts do not carry over from one game to the next. Timeouts will only be granted during a dead ball or before the referee's whistle for the serve. The length of the time out shall be no longer than thirty (30) seconds. Rest periods between games of a match will not exceed one (1) minute in length.
- g. **Coin toss:** A coin toss at the beginning of the match will determine which team receives the choice of first serve or choice of side of court for the first game. The loser of the toss receives the remaining option. The team not serving first in the first game shall serve to start the second game. In the event of a third game of the match, a second coin toss will determine the choice of first serve or side.
- h. The teams shall change sides of the court for the second game. Teams shall not change sides of the court in the middle of the third game.

3. POSITIONS OF PLAYERS

- a. A team must rotate clockwise following a side-out resulting in that team regaining the serve.
- b. **Substitutions:** Substitution of players is made when the ball is dead, on request of the team captain to the referee. Substitutions are unlimited, but a player may only enter in his/her original position in relation to other teammates each game.
- c. **Server:** The server shall serve from within the serving area and shall not touch the lines bounding this area or the floor outside this area at the instant the ball is contacted during the serve. Part of the server's body may be in the air over or beyond these lines, as long as the contact with the line or floor comes after the contact of the ball being served.
- d. **Position of Players at Service:** At the time the ball is contacted for the serve, all players (except the server) shall be within the team's playing area and may be in contact with the boundary lines but may not have any part of the body touching the floor outside those lines. The position of players on the court must conform to the service order recorded on the score sheet. No player may be as near to the respective line as the appropriate adjacent player. After the ball is contacted for the serve, players may move from their respective positions.
- e. **Screening:** The players of the serving team must not prevent the receiving players from watching the server or the trajectory of the ball. Screening is illegal and results in a side-out for the opponent.

- f. **Back Row Attack:** A back row player returning the ball to the opponent's side while forward of the attack line must contact the ball when at least part of the ball is below the level of the top of the net over the attacking team's area. The restriction does not apply if the back row player jumps from clearly behind the attack line and after contacting the ball, lands on or in front of the line. On any illegal back row attack (whether first, second, or third hit), the ball shall become dead and a fault called when the ball passes completely beyond the plane of the net or is contacted by the opponents.
- g. **Front Row Blocking:** Blocking the ball is permitted by any or all of the players of the front row only.
- h. **Serving Out of Turn:** A player shall not serve out of turn. An out-of-turn service may be called by the official or by the opponent's captain. If this is then verified by the official, any points scored on this service shall be canceled; also, a point and side-out awarded to the opponent. If the opponent serves before an out-of-turn service is called and verified, then there shall be no loss of points. In either case, players of the team in error shall regain their proper positions before the next serve by either team.
- i. **Libero:** The libero will not be used.

4. PLAYING THE BALL

- a. **Service:** The service is the act of putting the ball into play by the player in the right back position who hits the ball with one hand (open or closed) or any part of one arm in an effort to direct the ball into the opponent's area. The serving area will be any point behind the end line (excluding the end line) between the two sidelines.
 - i. The server shall have 5 seconds after the official's ready-whistle in which to release or toss the ball for service.
 - ii. If after releasing or tossing the ball for service, the server catches the ball or allows the ball to fall to the floor without being hit or contacted, the service effort shall be canceled and a reserve directed. However, the official will not allow the game to be delayed in this manner more than once during a service attempt.
 - iii. If the ball is served before the official's whistle and signal, the serve shall be canceled and a re-serve directed. The official will not allow a player to delay the game in this manner more than once during a service attempt.
- b. If a team is playing with less than 6 players, that team will be penalized when the open service spot is in position to serve. **Penalty: Side out and a point to opposing team.**
- c. A team shall continue to serve until a side-out and point are awarded to the opponent or the game ends.
- d. The serve alternates to the opponent when a side-out and point is awarded to the opponent.
- e. A served ball is a service fault and becomes a dead ball when:
 - i. The ball passes under the net.
 - ii. The ball touches one of the server's teammates.
 - iii. The ball touches the floor on the server's side of the net.
 - iv. The ball does not cross the net entirely between the net antennas or lands out of bounds.
 - v. The ball touches the ceiling or any obstruction.

NOTE: The ball may touch the net while crossing it on a serve.

- f. It is illegal for the receiving team to block a serve or spike a serve.
- g. Each team is limited to a maximum of 3 hits on its side of the net to get the ball successfully over the net. Lifting, carrying the ball, and underhand slapping of the ball are illegal hits and shall result in a point and side-out to the opponent. When the team's first contact is simultaneous contact by opponents or an action to block, the next contact is considered the team's first hit.

- h. If any part of the ball contacts the boundary lines, the ball is considered in.
- i. Legal contact is a touch of the ball by a player that does not allow the ball to visibly come to rest or involve prolonged contact with a player's body.
- j. **Simultaneous Contacts:** This involves more than one contact of the ball made at the same instant.
 - i. When one player contacts the ball with two or more parts of the body at the same instant, it is permitted and considered one hit (except for a block which does not count as a hit).
 - ii. When teammates contact the ball at the same instant, it is permitted and considered one hit (except a block which does not count as a hit). Any player may make the next hit.
- k. 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.
- l. The ball will be out-of-bounds if it touches any part of the walls. A ball striking the ceiling or an overhead obstruction above a playable area shall remain in play, provided that the ball contacts the ceiling or obstruction on the side of the net that is occupied by the team that last played the ball, and the ball is legally played next by the same team.

5. PLAY AT THE NET

- a. A player shall not contact any part of the net or its supports while the ball is in play. If a player inadvertently touches the official's platform or net supports (other than rope cable) it is not a foul. 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.
- b. A ball may be played from the net provided that a team still has at least one of its three hits remaining.
- c. 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. 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.
- d. Blocking a ball that 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:
 - i. The attacking team has completed its three allowable hits.
 - ii. 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.
 - iii. 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.
- e. A ball may touch the net within the sideline markers when crossing the net to enter the opponent's playing area.
- f. A ball may be attacked, excluding a served ball, when it has partially crossed the net.
- g. **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.
- h. There is interference by a player who makes:
 - i. Contact with an opponent that interferes with the opponent's legitimate effort to play the ball.
 - ii. Intentional contact with a ball that the opponent has caused to pass partially under the net and the opponent is attempting to play it again.
- i. **Penalty for Illegal Net Play:** A point and side-out awarded to the opponent.

- j. **Successive Contacts:** Successive contacts of the ball are two or more separate attempts to play the ball by one player with no interrupting contact by a different player between the two plays. A player shall not make successive contacts of the ball unless there is:
 - i. Simultaneous contact by teammates.
 - ii. Simultaneous contact by opposing players.
 - iii. Successive contacts by a player whose first contact is a block (then the second contact shall count as the first hit by the player's team).
- k. **Multiple Contacts:** Multiple contacts of the ball are more than one contact by a player during one attempt to play the ball. Multiple contacts are permitted only:
 - i. When the ball rebounds from one part of the player's body to one or more other legal parts in one attempt to block.
 - ii. On any first team hit, whether or not the ball is touched by the block.

6. TEAM CONDUCT

- a. The official(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or coach for violations of sportsmanship including, but not limited to, the following:
 - i. Disrespectfully addressing an official or staff member.
 - ii. Questioning the official's judgment or decisions.
 - iii. Use of disconcerting acts or words when an opponent is about to play the ball (i.e., shouting at an opposing player or making loud noises while he/she is serving)
 - iv. Showing disgust with official's decisions.
 - v. Using profane or insulting language or gestures toward an official or other player.
 - vi. Baiting players of the opposing team.
 - vii. Disrupting the game so that it may not be continued in an orderly fashion.
- b. Coaches, players, and spectators conducting themselves in an unsportsmanlike manner shall be assessed penalties in the following manner:
 - i. A yellow card will be issued as a warning.
 - ii. A second yellow card will result in a loss of rally/point awarded to the opponent. This is equivalent to a red card.
 - iii. A red card issued alone for a single offense will result in a point and loss of rally for the opponent.
 - iv. A red card issued with a yellow card or a second red card will result in an ejection for the offending player from the remainder of the entire match.

7. COED MODIFICATIONS

- a. Six (6) players constitute a team. A maximum of three (3) men and three (3) women may play at any time. A minimum of three (3) players (at least 1 male and 1 female) are needed to start and continue a match. A team may never have more than three (3) players of one gender on the court.
- b. The net will be set at an intermediate height between the men's net height and the women's net height.
- c. Substitutions must be male-for-male and female-for-female.
- d. The serving order and positions on the court shall alternate male and female.
- e. There are no restrictions on males or females at the net.