

# HOPKINS INTRAMURALS

## VOLLEYBALL RULES

### 1. TEAM MANAGERS/CAPTAINS:

- Team managers/captains are responsible for informing their teammates of all Intramurals governing rules and policies.
- Team managers/captains are responsible for checking their team's schedule and notifying their teammates on upcoming games. Team schedules are available via the JHU IMTrack website; the link will be emailed to from the Intramural office.
- Team managers/captains are responsible for their team and fan behavior before, during and after their game.
- Only the team manager/captain may address an official on matters of rule interpretation or to obtain essential information.
- Team managers/captains are responsible for any equipment given to them, such as team jerseys. (Team managers, you will be charged for the missing items)

### 2. PLAYERS:

- All players must present their JCard to the Intramural Supervisor on duty (Note: NO I.D. NO exceptions)
- Players may only play on one team per league (i.e. one Men's open, Greek and Res. Hall), also players are allowed to play with a Co-Ed team. Switching from one team to another is illegal, and will result in a suspension from participating in any Intramural activity for the remainder of the season.
- A team consists of 6 players. A team must start if 4 players are present at game time. If the 5th and 6th player arrives late, they may enter the game in the empty spot when their team next serves. A team must begin and may continue with 4 players.

### 3. ELIGIBILITY:

- All players must be current members of the O'Connor Recreation Center and must show proper identification, i.e. a J-Card, before game time. Participants will absolutely NOT be permitted to play without showing an ID card. Rec Center guests are not allowed to play. **NO ID, NO PLAY, NO EXCEPTIONS!**
- Currently rostered varsity players are ineligible to play intramurals; in the sport they hold their varsity status.
- Teams may only have 2 club members per team (ex. 2 male, 2 female, or 1 male and 1 female) and varsity volleyball players are not allowed to play. This is illegal, and will result in a suspension from participating in any Intramural activity for the remainder of the season and the team will forfeit the previous games played.
- An individual must compete in at least 1 game during the regular season or tournament to be eligible for the playoffs or championship game of the tournament. Teams may add/drop players to roster until last game of regular season.

### 4. FORMAT:

- League/Regular Season (3-5Games) + Single Elimination Playoff/Tournament
- Eligibility for playoffs: "2.5" sportsmanship rating.
- Forfeits without a call in will receive a 0 for the sportsmanship rating.
- Any team that receives 1 or 0 sportsmanship rating in ANY game will NOT be eligible for the playoffs or tournament.

### 5. EQUIPMENT:

- The Intramural office will furnish game balls.
- All participants must wear the proper athletic attire to participate, including proper shoes, shorts and T-shirts.
- No hats/caps/bandanas
- No Jewelry is allowed, with the exception being medical identification jewelry. Participants may not cover up jewelry with tape, band-aids or other such items, all jewelry must be removed.
- The height of the net shall be 7'11" for men and 7'4" for women and co-ed.

## **6. GAME TIME:**

- **GAME TIME IS FORFEIT TIME.**
- A match consists of winning two out of three games played with the rally point system with a point awarded on each service or awarded side-out. A game is won when a team scores 25 points and has at least a two-point advantage over the opponents. No game shall exceed 30 points. If the teams are tied at 29-29, the first team to score the 30th point shall be the winner. If a third game is needed, the game is won when a team scores 15 points. Play-offs and championship finals will follow the same scoring procedure unless teams are notified otherwise prior to the match.
- Teams may call one (1) 1-minute time-out per game. If a team requests a second time-out by mistake, the referee will warn the team and disregard the request. If, in the judgment of the referee, the team requests a second time-out to gain an advantage, a red card will be issued and a point or side-out will be awarded.

## **7. START PLAY:**

- Referees will determine who begins the game with possession, and there will be alternating possession to begin the second half.
- The referees in the same fashion will determine possession for extra periods that it was decided to begin the game.

## **8. SERVING**

- The service area is the area behind the end line as deep as the court allows. Service may be overhand or underhand. Players are required to serve in the order they are listed on the scorecard.
- The referee sounds the whistle and signals for service before each serve.
- The team not serving first in the first game shall serve first in the second game.
- Teams change courts after each game.
- The team receiving the ball after a side-out shall rotate one position clockwise before serving, with exception of the first serve.

## **9. BALL IN AND OUT OF PLAY:**

- Any ball which touches the net and goes over is still in play.
- A legal hit is contact with the ball by any part of a player's body which does not allow the ball to come to rest even momentarily. The ball must be clearly hit: throwing, lifting, or shoving the ball are illegal.
- A ball touching any part of the line is considered in bounds.
- A team has three hits to return the ball over the net. One player may not hit the ball twice in succession. Exception: A player may have successive contact (except in a setting motion) when making the first play on a driven spike.
- Blocking: Allowed by any or all the players on the front line. Back line players shall not be allowed to block. A player participating in a block may play the ball again. A block is not counted as one of the team's three hits. Passing the hands over the net on a block is legal; however, passing the hands over and touching the ball before the opponent initiates contact is a foul. Exception: If the opponent has no opportunity to play the ball, the block will then be legal.
- Simultaneous Contact: Simultaneous contact by two or more non-blocking players on the same team is considered one play, and any player is eligible to play the ball again. If two opponents simultaneously contact the ball over the net, the ball remains in play, and the team receiving the ball is entitled to another three hits. If the ball lands out of bounds, it is the fault of the team opposite the net from where the ball lands.
- Spiking: Passing hands over the net (without touching the net) after a spike is legal. A back line player may not take off in front of the 10-foot line to spike. He/she may land in front of this line.
- Blocking or attacking a serve is prohibited. Receiving a serve with an underhand pass is strongly recommended for all players, however the serve can be set.

## **10. SUBSTITUTES**

- Players are listed on the scorecard in the order in which they will appear on the floor. A team is allowed unlimited substitutions per game.
- The player entering the match must stay in for one complete rotation.

## **11. CO-ED**

- **PLAYERS:** Team consists of 6 players. There must be 2 females on the court at all times during play. Players must alternate male and female in the serving order.
- A team must start if 4 players are present at game time. If the 5th and 6th player arrives late, they may enter the game in the empty spot when their team next serves. A team must begin and may continue with 4 players, the team must consist of 2 females and 2 males.
- Teams may only have 2 club members per team (ex. 2 male, 2 female, or 1 male and 1 female) and varsity volleyball players are not allowed to play. This is illegal, and will result in a suspension from participating in any Intramural activity for the remainder of the season and the team will forfeit the previous games played.
- **SUBSTITUTION:** A male must be substituted for a male and a female must substitute for a female. The player entering the match must stay in for one complete rotation.
- **GENERAL PLAYING RULES:**
  - If the ball is played more than once on a side, it must be hit at least once by a female. Blocking does not count as a hit. Males are not required to hit the ball.
  - Back line players cannot participate in a block. No back line player may contact the ball when any part of the ball is above the net when they are in front of the 10-foot line.

## **12. SPORTSMANSHIP:**

- The Intramural staff on duty will grade all teams on their sportsmanship and has the authority to ask anyone to leave the gymnasium. A team's sportsmanship is a reflection of its players as well as fans.
- Playing Intramural Sports is NOT a right, it is a privilege. Therefore, the Intramural 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.
- Any player who uses foul language, violently protests a call, or curses an official or supervisor, will be removed from the game and will automatically be suspended from his/her team's next match.
- Any team that has a player receiving a red card will not be allowed to continue in the game/tournament/playoffs.
- A player that is ejected for any reason must come in to speak to the Assistant Director of Intramurals before their team's next game. The ejected player is suspended from all Intramural activities until the Assistant Director of Intramurals reinstates him/her. In addition, he/she will have to make an appointment to meet with the Assistant Director of Intramurals during office hours (Monday through Friday, 9:00 a.m. - 5:00 p.m.) before he/she is eligible to participate again.
- Any player who touches an official or supervisor will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident.
- Fighting will result in immediate ejection and will result in a suspension from participating in any Intramural activities.
- Minimum 1 game suspension for all ejections.
- Teams shall assist in removing trash and equipment from their game area at the conclusion of their match.

## **13. SAFETY AND LIABILITY**

- The game of volleyball is a contact sport and injuries (while mostly minor) do occur. Players should participate with this understanding. Also, participation in the Intramural Program is completely voluntary. Johns Hopkins University is not responsible for injuries incurred during intramural play. It is strongly recommended that participants have satisfactory health status.

## **14. ALCOHOL AND DRUG POLICY**

- Alcohol and Drugs are prohibited. Anyone suspected of being under the influence will be asked to leave the intramural premises. Failure to do so will result in suspension from all intramural activities.