ACCIDENT INSURANCE
The State of California and Chico State cannot accept liability for injuries. Participants are encouraged to provide their own accident insurance. Participants are not insured by Chico State or the State of California. Insurance is available at the University Health Center.

GENERAL
You must show a valid CSUC or California ID to participate. ID cards will be collected by officials prior to contest. No ID, no play, no exceptions. Any problems with lost or misplaced IDs must be taken care of prior to game time.

A player may only play on one men’s team/women’s team. A player may play on a second team, provided that team is co-ed.

FORFEITS
A. Game time is forfeit time.
B. One forfeit constitutes automatic postseason elimination and loss of forfeit deposit.
C. Each team is allowed only one default.
D. Two forfeits constitute an automatic elimination from the league.

BLOOD RULE
A player with a bloody injury or blood on his/her uniform must leave the game. The player may not return to the game until the wound is no longer bleeding, the wound is covered or the uniform is changed.

THE COURT
Volleyball Courts in Shurmer Gym and the WREC will be utilized for this league. In Shurmer Gym Court 1 is the court closest to the gym’s main entrance. Court 2 is the middle court and Court 3 is the court farthest from the main entrance. In the WREC the court nearest the MAC Court will be utilized.

PLAYERS
A. Games are played with six players on the court.
B. Roster limit is 12 players.
C. Teams must have three players to start a match. If a team has less than three players it will forfeit the match.
D. The Co-Ed Division is played with three men and three women on the court. If a team plays short handed, they must have more female than male players on the court. If this ratio is not met, it is an automatic forfeit.
EQUIPMENT
Court shoes only. Team members must all wear the same colored jerseys. Balls will be provided by Rec. Sports.

TIME/GAME PLAY
A. Matches are 50 minutes in length *including warm-up*. Whichever team is ahead at the 50-minute mark is declared the winner.
B. Matches are the best of three games. All games are rally scoring. The first two games are played to 25 (no win by two rule). The third game, if needed, is to 15 a team must win by two. At the 50-minute mark, during the third game, the team ahead is declared the winner.
C. Coin flip will determine serving team in first and third games. Second game server is the team that received for the first game.
D. If the ball hits the net on a serve and makes it into the opposition’s side of the net, play is live.
E. Game play depends on teams calling their own rule violations. Players are expected to call their own personal/team faults (nets, lifts, etc.) and not those of the opposing team. If you think the opposing team has committed a faulty, continue playing until the ball is out of play. Then the team captain should discuss the perceived fault with the other team’s captain. If the captain’s cannot agree, replay the point. Continual failure to make calls is cause for intervention by the sport supervisor. The supervisor will make recommendations on proper gamesmanship to foster fair play; failure to follow this protocol may lead to disqualification.
F. The height of the net will be changed to correspond with each league.
G. Game play shall be stopped immediately when a ball from a nearby court enters your court. Replay the point. Please make an effort to warn players of incoming balls.
H. Any ball contacting the ceiling, lights, basketball standards, walls, bleachers, or any other obstacle is an immediate dead ball, resulting in a point to the opposition. Balls are not played after contact with these objects and points are not played over.
I. Front and back row hitter and blocker rules are enforced unless you are playing with four or less players.

COED RULES
All rules previously stated will apply, with these added modifications for co-ed play.
1. Women’s net height will be used.
2. Teams must have at least two women on the court at all times. A team can have more women than men on the court at the same time.
3. If a ball is contacted more than two times on a side; it must be contacted by a female before it is sent back over the net.
4. Whenever possible men and women must rotate serve.
5. In Co-Rec. play men are allowed to spike the ball as long as they take-off from behind the 10 ft. (3M) line. Inside the 10’ line men may only leave the floor to block.
6. The Co-Ed Comp Division plays the same rules as Co-Ed Rec with exception of the woman ball contact rule and that men must hit from behind the 10’ line.