

Revised 11/20

VOLLEYBALL RULES

CHICO STATE INTRAMURAL SPORTS

In cases where a rule is not directly outlined in the following rules, the Intramural Sports Staff, Competitive Sports Coordinator, and/or the Assistant Director reserve the right to use common sense, fairness and the “Spirit of the Game” in providing interpretations on the rules, policies and procedures.

INCLUSION

Intramural Sports values diversity and seeks to create a safe and fun environment that is accessible to the Chico State Community. Intramural Sports is committed to maintaining an environment without discrimination as to race, religion, national origin, gender identity/expression or sexual orientation.

CONDUCT

The Chico State Intramural Sports program promotes good sportsmanship by staff, participants, and spectators. We request everyone’s cooperation by supporting the participants and staff in a positive manner. Profanity, racial or ethnic comments, anti-LGBTQ comments or other intimidating actions directed at staff, participants, or other spectators will not be tolerated and are grounds for removal from the site of competition and further disciplinary action.

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

In order to participate a valid CSUC or photo ID is required for check-in at each game. Any problems with lost, stolen and/or misplaced IDs must be taken care of prior to game time.

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 and/or the uniform is changed.

FORFEITS

- A. Game time is forfeit time.
- B. No Show = No team members show up to a schedule game and the Intramurals Office was not contacted. A No Show can result in elimination from end of the season playoff participation.

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- C. Forfeit = A team does not have the minimum amount of players to begin a contest. A team notifies the Rec. Sports Office of their forfeit by 3pm on gameday. One notification of a forfeit to Intramural Sports made by 3pm on gameday will not result in removal from league or postseason.
- D. Multiple forfeits may result in elimination from the end of the season playoff participation

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 size is unlimited; please note that only double the amount of players on the field will be awarded Intramural Champion t-shirts.
- 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. However having more females on the floor than males is not penalized.

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

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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. Game play shall be stopped immediately when a ball from a nearby court enters your court. Replay the point. Please make an effort to worn players of incoming balls.
- G. 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.
- H. Front and back row hitter and blocker rules are enforced unless you are playing with four or less players.
- I. It is legal to deflect the ball with your foot, block the ball with your foot, or even kick it to a teammate or to the other side of the net.

COED RULES

All rules previously stated will apply, with these added modifications for co-ed play.

- A. Women's net height will be used.
- B. 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.
- C. 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.
- D. Whenever possible men and women must rotate serve.
- E. 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.
- F. The Co-Ed Comp Division plays the same rules as Co-Ed Rec with exception of the woman ball contact rule.