

6 on 6 INDOOR VOLLEYBALL RULES

Revised 9/11/08

General

- 6 on 6 Indoor Volleyball will feature men's, women's and Co-Rec divisions. Co-Rec teams must be comprised of 3 men and 3 women.
- Indoor Volleyball will be offered in a round robin format. All qualified teams will be placed into a single elimination playoff bracket at the conclusion of the regular season.
- All Indoor Volleyball matches will be played in the Tootell West Gymnasium.
- Intramural Guidelines as set forth in the Intramural Handbook govern all participation.
- All participants must be currently enrolled as a student, faculty, or staff member of the University of Rhode Island and have paid the recreation fee in order to participate in the Intramural Program.
- All participants must present a current, valid URI ID Card upon checking in with the IM Staff. Participants who do not have their URI ID Card with them WILL NOT BE ALLOWED TO PARTICIPATE. No other form of identification will be accepted. There are no exceptions to this rule.
- Individuals may only play for one same gender team and one coed team per sport. The first team for which a participant plays is the team to which she/he is committed for the duration of that program.
- A player may not participate unless she/he is recorded on the score sheet. Players may be added to a roster at any time during the regular season provided all other eligibility criteria are met (see Intramural Handbook).
- **Game time is forfeit time. There is no grace period.** All players must be signed in and ready to play at the exact scheduled game time.

Forfeits

Forfeited contests needlessly waste time and resources and detract from the overall satisfaction levels for all parties involved in the Intramural Sports Program. By registering for any Intramural Sports event, participants are making a commitment to attend all regularly scheduled contests. It is with this commitment in mind that the following policy regarding forfeits has been designed.

At the time of registration, each team is required to pay the registration fee plus a forfeit deposit of \$25. If the team does not forfeit any games during the course of the season, the forfeit deposit will be returned to the team captain and only the team captain at the conclusion of the season. Team captains may pick up forfeit deposits for a period of two weeks from the end of the playoffs for each sport. If the team captain does not pick up the forfeit deposit within the two week period, the forfeit deposit will not be returned.

A forfeit is defined as any team or individual that fails to appear for any scheduled contest. Similarly, a forfeit will result when a team does not have at least the minimum number of players needed to play the activity signed in and ready to play at the appointed playing area by the time of the game. Game time is forfeit time. There is no grace period. It is recommended that teams arrive 15-30 minutes prior to the start of each game in order to allow time to sign in and warm up. All forfeited games will be recorded as a loss and the initial forfeit deposit will not be returned. Subsequently, a new forfeit deposit of \$25 must be paid in the Intramural Sports Office located in Keaney Gym 48 hours prior to the next scheduled game. This deposit is refundable provided that the team does not forfeit any other games. If a team does not put down another forfeit deposit within this time frame, they will be permanently removed from the schedule for remainder of that particular sport season. This policy will be strictly enforced. If there are any questions in regard to the forfeit policy, the Intramural Sports Office can be reached by calling 401.874.5972.

Defaults

If a team knows in advance that it will not be able to make a scheduled contest, the captain should contact the Intramural Sports Office (874.5972). A default will be granted to each team or individual that has notified the Intramural Department according to the following deadlines:

- Games scheduled Monday-Friday → notification must be received by 12pm on the day of the scheduled game
- Games scheduled Saturday/Sunday → notification must be received by 3pm on the Friday before the scheduled game

Captains may contact the Intramural Sports Office by phone (874.5972) or by email at imsports@etal.uri.edu. This notification must come from the team captain only. All defaulted contests will be counted as a loss. However, the team will not be charged with a forfeit, will not owe a forfeit fee and will otherwise remain eligible for league playoffs and will remain in double elimination tournaments provided the defaulted contest does not result in the second loss.

Dropped from Play

Teams are allowed to forfeit or default one game per season and still remain eligible for league playoffs. Teams with any combination of more than one forfeit and/or default will not be eligible for league playoffs. Teams that forfeit or default

tournament games in a double elimination tournament will remain eligible unless the forfeited/defaulted contest results in the second loss. Teams that forfeit a game in a double elimination tournament will be eliminated unless an additional forfeit deposit is paid as outlined above. Forfeited and defaulted contests will not be rescheduled and are counted as losses.

Serving

- Alternate team serving: The team that is designated the home team on the schedule shall call the coin toss. The team that serves the first game will receive the serve to start the second game. If a third game is necessary, a coin toss will determine who gets the choice of serve or side. The team that is designated the visiting team shall call the coin toss for the third game.
- The first server of the game is the player in the right back position. Thereafter, when a team is awarded a side-out, the player in the right front position rotates to the serving area. For example, the first server of the game for Team A will be their right back positioned player. After a side-out, Team B will rotate before serving. Team B's first server will be the player that started the game in the right front position.
- Each member of the team shall serve in turn and may have one chance to hit the ball over the net on the serve. A re-serve shall be called when the player releases the ball for service and then lets the ball drop to the floor (the ball may be caught by the player). The official will cancel the serve and direct a second and final attempt at serve. Only one re-serve is permitted per player per turn in rotation at service.
- The server shall stand with both feet behind the rear boundary line. The serving area shall be behind the end line and from sideline to sideline. Both sideline extension lines are included in the width of the serving area.
- The ball may be served underhand, overhand or sidearm and may be hit in any manner by the hand. The receiving team may not block or spike a served ball.
- Any serve that hits the net and continues into the receiving team's court shall be ruled a good serve.
- Before the serve, all members of both teams must be in their respective positions on the court. After the ball is served, players may move out of any position, except a back row player may not attack or block from in front of the 10' line.

Playing Rules

- Volleyball net height: Women→ 7'4" Men and Co-Rec→ 8'
- A team shall be composed of six (6) players. A minimum of four (4) players is required to start a match. Any team that begins with less than 6 players will be penalized during their service rotation with "ghost servers." When it is time for a "ghost server" to begin a rally, an automatic side-out will result. This penalty will occur at the earliest possible rotation sequence. In the event of a team consisting of only four (4) players, the next ghost position is the fourth serving position. If a player is removed from the game and there are no substitutions, there will be a side-out at the removed player's service position. **There will be no penalties for injured players.** If both teams begin the game with less than the required number of players, the penalties will cancel each other out.
- Any player that shows up during a match may check in during any timeout or at the completion of the first or second games.
- **For matches played in Tootell East Gym:** Balls that hit the netting to the batting cages will remain live and in play. Balls that contact any other obstruction (basketball hoops/supports, beams, ceiling, etc.) are considered out of bounds.
- **SUBSTITUTIONS:** During any dead ball situation a coach or player may ask an official for a substitution. A player in the starting lineup may re-enter, but only in their previous position in the lineup.
 - More than one substitution may enter a game in each position in the rotation order.
 - There will be an unlimited number of substitutions allowed per team per game.
 - No Libero will be permitted.
- When receiving the ball for service after winning a rally, each member of that team shall rotate one position clockwise.
- A ball hit into the net, other than a serve, may be recovered provided a player does not make contact with the net or cross the centerline.
- A player may not play the ball in succession, unless played once by another player. Exception: One player can make contact the ball twice if initial contact is a block or simultaneous hit with another player.
- A team must return the ball across the net with three or fewer contacts. A block does not count as a contact.
- If a player is hit by the ball or touches the ball, it is considered legal contact and to have been played. Legal contact is a touch of the ball by a player's body above and including the waist, which does not allow the ball to visibly come to rest or involve prolonged contact with a player's body.
- When the ball lands on the boundary line, it is considered in the court. It is legal for a player to run out of bounds and play the ball. However, a player may not enter another volleyball court to play a ball.
- Any ball that makes contact with the backboards or ceiling/light fixtures will be considered out of play.

Fouls/Violations

The following are fouls or violations:

- Serving illegally or out of turn.
- Touching the net or reaching under the net to interfere with an opponent playing the ball.
- Stepping over the centerline into the opponent's court. A player may step on the line, but not completely over.
- Spiking or blocking the ball in front of the 10' line when playing in a back row position.
- Contacting the ball twice in succession unless the first contact is a block or a simultaneous hit with another player.
- Catching or holding the ball while playing it.
- Contacting the ball in an underhand motion with an open hand or hands (slapping/scooping/lifting).
- Failure to return the ball over the net in 3 or fewer contacts.
- A player that blocks or interferes with the intended set of the opposing team.

If a team commits a foul, the opposite team will be awarded a side-out and one point.

Scoring

- Rally scoring will be employed during all matches.
- A game is won by the team that scores 25 points with a two-point advantage.
- All teams will play three games per match regardless of the outcome of the first two matches. The 3rd game of any match may be shortened if time is running out. All matches must end no later than 55 minutes after the start of the match. In the event of a tie game at the 55-minute mark, play will continue and the next point will win the game (2-point advantage is not necessary in this situation).
- To score a point: If a team fails to serve properly, return the ball, commits any foul, violation or any other fault, the opponent wins the rally, is awarded a side-out and scores one point.

Co-Rec Volleyball

- All teams shall be comprised of 6 players, 3 men and 3 women.
- A minimum of four (4) players are required to start a match.
- Teams must have a minimum of 2 men and 2 women and not more than 3 men and 3 women on the court at all times.
- If there are an odd number of players on the court for one team, either gender may have the odd number of players on the court.
- The serving order and positions on the court shall alternate gender.
- If a team hits the ball more than once, both genders must touch the ball at least once before the ball is returned to the opposing team.
- There are no restrictions on men or women at the net.
- Substitutes must replace the same gender.