



UC MERCED INTRAMURAL SPORTS

VOLLEYBALL RULES

1. **A team consists of 6 players.** However, teams are permitted to compete with no less than 4 players. In coed play, 3 men and 3 women are allowed on the court.
4. **A forfeit constitutes:** (1) non-appearance, (2) less than 4 players on the court at game time, (3) late appearance (constitutes as arrival 5 minutes after the scheduled match). A forfeit will result in a \$20.00 fine being assessed. Team managers will be held responsible for payment of the fine. The fine can be paid in the campus recreation office.

THE GAME

1. A match will consist of best two out of three **“Rally Score”** games.
 - a. A rally score game consists of a point awarded on each service. For example:
 - 1) When a fault is committed by the receiving team, a point is awarded to the serving team.
 - 2) When a fault is committed by the serving team, the opponents are awarded a point and the ball for service.
 - 3) The winning score shall be **25 points** or with a two point advantage if the score reaches 25-25 in all non-deciding games. In the deciding game the winning score is **15 points** or with a two point advantage if the score reaches 14-14. **Deuce rule** will apply to all games, no cap.
 - b. One team captain will call the toss of a coin. The winner of the toss chooses: a) **Serve/Receive** or b) **team area for the first game**. The loser of the toss shall choose the remaining option. The captain of the team not calling the toss of the coin for the first game shall call the toss of the coin for the deciding game.
 - c. After each game of the match the teams will change playing areas and when **one team reaches 8 points in a 15-point tiebreaker** or deciding game.
2. Each team is permitted two team timeouts of 30 seconds per game.

THE SERVICE

1. Each member of the team shall serve in turn and continue to serve until the server or member of the serving team commits a fault. The team receiving the ball for service must immediately rotate one position clockwise.
2. Both feet of the server must remain behind the end line of the court and within the hash marks of the serving area until after contact has been made for service. **(Note: the entire end line is now considered the serving area).**
3. If the served ball **touches the net and crosses** into the opponents court area, it is considered to be a playable serve and action continues.
4. The server must contact the ball within **eight (8) seconds** after the first referee whistles for service.
5. **Only one toss or release of the ball**, which is considered to be part of the service action, is allowed.

BOUNDARIES AND BOUNDARY VIOLATIONS

1. The ball is out of bounds when it touches any surface, object, or ground outside of the court. A ball touching a line of the court is considered good.
2. It is permissible to run out of bounds (not into an adjacent court area being used or scheduled for use, however) and play a ball before it contacts an object considered out of bounds. Once a ball contacts any object other than the ceiling or overhead obstructions other than a player out of bounds (outside of playable area); it is considered dead.
3. Any ball that hits the ceiling or overhead obstructions is alive. Any ball coming in contact with the baskets emanating from the walls is also good. A ball contacting a wall or divider curtain, bleachers, etc. is dead.
4. **Crossing the Center Line Within the Court Boundaries-** It is a fault to contact the opponent's team court with any part of the body except the feet, hands or hair. It is not a fault to cross the center line under the net when:
 - a. Some part of the encroaching foot, feet or hand(s) remains on or above the center line.
 - b. The foot, feet or hand(s) completely crosses the center line, if the encroachment does not present a safety hazard to the opponents, does not interfere with the opponents, and is not a significant distance from the center line.
 - c. The ball has been declared out of play.
 - d. **Commentary:**

If a player with some part of their foot or hand on or above the center line lands on a foot or hand of an opponent, such contact is ignored unless the contact prevents the opponent from making the next play on the ball (center line violation).

If a player penetrates the opponent's space under the net and makes inadvertent contact with an opponent, the contact is ignored unless the contact prevents the opponent from making the next play on the ball (center line violation).

CONTACT

1. The ball must be cleanly hit. When the ball comes to rest momentarily in the hands or arms of a player, it is considered to be held. Scooping, lifting, pushing, or carrying the ball shall be considered holding--a fault. A ball clearly hit with one or both hands from below is considered a good play.
2. The ball may be contacted with any part of the body including the feet. The ball can contact any number of parts of the body providing the contacts are simultaneous and that the ball is not held.
3. A player who contacts the ball or is contacted by the ball shall be considered to have played the ball.
4. Each team is allowed a maximum of three successive team contacts of the ball in order to return the ball to the opponent's area. **Exception:** See Blocking and First Team Touch (#6 in this **Ball Contact** section).
5. No player may contact the ball twice in succession without another player having touched it in between these contacts. **Exception:** See Blocking and First Team Touch.
6. Multiple contacts of first play of ball Multiple contact of the ball will **be legal** on any play that meets all of the following criteria:
 - a. It counts as the First Team Touch of three hits.
 - b. It is now allowed if an overhand play involving finger action on the ball.
 - c. There is a single attempt to play the ball on the First Team Touch.

Thus, a player may legally double-hit a serve reception, the dig of a spike, a retrieval of a block (whether blocked by an opponent or a teammate), or even a "free-ball." **The speed of the ball is of no consequence.** Lifts, carries, held balls, and balls which visibly come to rest are still illegal.

BLOCKING

1. Blocking is the action of a player(s) close to the net that deflects the ball coming from the opponent by reaching higher than the top of the net. A blocked ball is considered to have crossed the net. Blocking may only be done by the three players who are in the front row positions of the service order at the time of service.

Any player participating in a block shall have the right to make the next contact with the ball, such contact counting as the first of three contacts allowed the team.

3. The team which has affected a block shall have the right to three more contacts in order to return the ball to the opponent's area.
4. Any blocker may reach over the net; however, the blocker shall not contact the ball over the opponent's area until after the completion of the opponent's action which sends the ball toward the blocker's side.
5. It is illegal to block or attack a serve.

ATTACK - HIT (Spiking)

1. An attack-hit is an action that involves the ball being completely above the height of the net being directed into the opponent's team area other than a block or a serve. An attack-hit is completed the instant the ball completely crosses the vertical plane of the net or is touched by a blocker. Any front row player of the service order at the time of service is eligible to attack-hit the ball.
2. Back line players of the service order at the time of service are eligible to spike the ball only if the player is behind the 3 meter attack line at the time of the spike or if the takeoff for the spike was clearly behind the attack line.
3. Spikers may follow through over the net, but may not make contact with the net.

NET VIOLATIONS

1. **Player Contact with Net or Antennas-** It is a fault to touch any part of the net or the antennas, except for contact by a player's hair and insignificant contact by a player not involved in the action of playing the ball.
 - a. If the ball is driven into the net with such force that it causes the net or antennas to contact a player, such contact is not a fault.
 - b. A player may touch a post, a rope or any other object outside the total length of the net provided this contact does not interfere with the play or is not used as a means of support while playing the ball.

Commentary: Players directly playing the ball, or players attempting to fake an attack hit, or attempting to block such play, are considered to be involved in the action of playing the ball.

2. A player may not reach under the net and touch the ball or a player on the opposing team when the ball is in play on that side. A player may not interfere with the play of the opposing team by entering their court or distracting the opponents while the ball is in play.

A served ball touching the net is no longer a fault (see THE SERVICE, section 3)

COED PLAY (Regular Style) - The net height shall be 2.43 meters (7'11-5/8")

The rules in general shall govern play for females and males on the same court with the following exceptions:

1. Serving order and positions on the floor must be an alternation of malefemale or vice versa.
2. Contact of the ball during blocking shall not constitute the first of a team's three allowable contacts.
3. When the ball is played more than once by a team, one of these contacts must be by a member of the opposite gender.
4. One male or female back court player may also block when there is only one male player in the front line.

5. All back court players are eligible to attack the ball provided their take-off is from behind the 3-meter line.
6. Jump serving by either gender is allowed.

COED PLAY (Reverse Style) - The net height shall be 2.24 meters (**7'4-1/8"**)

The rules in general shall govern play for females and males on the same team with the following exceptions:

1. The serving order and positions on the court at service shall be an alternation of male and female or vice versa.
2. Contact of the ball during blocking shall not constitute the first of a team's three allowable contacts.
3. When the ball is played more than once by a team, one of the contacts must be by a member of the opposite gender.
4. When only one female player is in the front row at service, one female back row player may be forward of the attack line for the purpose of blocking.
5. No male player may participate in a block. The male player functions as a setter and defensive player primarily, but **may attack the ball when as a back row player** provided it is legally attacked from behind the three meter line (see # 8 below).
6. Jump serves are allowed by either gender.
7. All back court players are eligible to attack the ball provided their take-off is from behind the 3-meter line.