

University of California, Merced
Recreation & Athletics
Intramural Grass Volleyball Rules

All intramural volleyball matches will be governed by USA Volleyball with the following intramural modifications:

General Information

1. All participants must have their current valid UCM ID with them to participate. No player will be allowed to play without their own valid UCM ID.
2. The players must check-in with the supervisor on duty, which will check their UCM ID.
3. A player may play for ONE men's or women's team, and ONE CoRec team. Any intercollegiate volleyball player that participated in the 2018-2019 volleyball season at any collegiate institution is ineligible to participate in intramural volleyball.
4. Teams may add players under the following circumstances:
 - a. The player must not have played for another team in their respective division.

Protests: Team managers may protest a misapplication of the rule to staff on duty. The supervisor will make a decision before the restart. The team manager may protest the match at that point if they believe that the decision is still incorrect. Protest procedures are laid out in the Policy and Procedure manual. Protests regarding plays will not be heard at any other time. Eligibility protests may be made at any time to staff members on duty. The staff will then alert the opposing team of the eligibility issue. Any further eligibility protests must be made in the Competitive Sports Office.

Playing Arena: All games will be played on Mariposa Lawn.

Game Balls: Game balls will be provided. Teams must play with the ball provided.

Players

1. A team consists of 4 players (2 men and 2 women for co-rec).
2. The minimum requirement is 2 players to field a team.
3. If a 3rd or 4th player arrives late, they may enter the game in an empty spot when their team next serves.
4. All coed teams must have at least one male player, but not more than 2, on the court.

No Show

1. If a team is not present and ready to play by (5) five minutes after scheduled game time, the 1st game will be awarded to the team present. The team ready to play at match time will have choice of service and side of court to start the 2nd game.
2. If a team is not present and ready to play by (10) minutes after the original scheduled match time, the entire match will be a No Show. Teams no showing twice will not be eligible for the post-season and will be removed from league play.

Equipment

1. Shoes are required and must be tennis shoes or similar footwear. No sandals, street shoes, boots, cleats, or other hard soled shoes are permitted.
2. No jewelry is allowed during intramural contests. All jewelry must be removed prior to participation in intramural contests.
3. No baseball caps are permitted.
4. No casts or metal/hard plastic splints will be permitted.
5. The Intramural supervisor on duty will have final authority on all equipment issues.

Scoring

1. A match consists of winning two out of three sets by scoring points using the Rally System.
2. A set is won when a team scores 21 points and is ahead by at least 2 points. No set shall exceed 25 points. If the teams are tied at 24-24, the first team to score the 25th point shall be the winner.
3. If a match is tied after two sets, the third set will be won when a team scores 15 points and is ahead by at least 2 points. This game will be capped at a maximum of 21 points.
4. Play-offs will follow the same scoring procedure unless teams are notified prior to the match.

Substitutions

1. No change will be made in the position of other players when substitutions are made.
2. There is no limit on the number of players permitted to substitute at one time.
3. There is no limit on the number of times a player may enter and reenter the game, but they may only play and reenter in the same serving spot.
4. Coed substitutions must be male for male and female for female only, unless it is to bring the ratio to 2 and 2.

Time-outs

1. Each team may call one 30-second time out per game.
2. Time between sets shall not exceed 1 minute.

Starting the game

1. The winner of the coin toss has the choice of service or side of court.
2. The team not serving first in the first game shall serve first in the second game.
3. Service for the third game will be determined by a coin toss.
4. Teams change courts after each game.
5. The serving area is the entire area behind the end line between the sidelines and as deep as the court area allows.
6. The referee sounds the whistle and signals for service before each serve. An individual will only receive one warning per game for serving before the whistle.
7. Service may be underhand or overhand.
8. Players have 8 seconds to serve the ball.
9. Players are required to serve in the order they are listed on the line-up.

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NOTE: The team receiving the ball after "side-out" shall rotate one position clockwise before serving, with exception of the first serve.

Playing the ball

1. A legal hit is contact with the ball by any part of a player's body, including the head, which does not allow the ball to come to rest even momentarily.
2. The ball must be clearly hit: throwing, lifting, or shoving the ball are illegal.
3. Receiving the serve with an underhand bump is strongly recommended.
4. A team has three hits to return the ball over the net.
5. One player may not intentionally hit the ball twice in succession; however, the ball may unintentionally bounce off one player twice on a team's first hit.
6. Simultaneous contact by two or more players on the same team is considered one play, and any player is eligible to play the ball again.

7. If two opponents simultaneously contact the ball above 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 a fault of the team opposite the net from where the ball lands.
8. **In all co-rec games, if the ball is played more than once on a side, it must be hit at least once by both genders.**

Spiking the ball

1. Attacking a serve is prohibited.

Blocking the ball

1. A block is not counted as one of a team's 3 hits.
2. A player participating in a block may play the ball again.
3. Passing the hands over the net on a block is legal.
4. Contacting the ball over the net on a block before the opponent's 3rd hit is not legal, unless the opponent has no opportunity to play the ball.