



Co-Ed Volleyball

RULES

General Rules:

1. Captains will sign in players 10 minutes before the scheduled game time.
2. Any team not ready to play 10 minutes after the scheduled time will forfeit the match.
3. Official's decisions are final
4. One 15 second timeout will be allowed in each game.
5. There will be no break between games.
6. Please refer to Intramural Handbook for additional policies.

Match Size:

1. Matches will consist of a best two out of three format.
2. The first two games will be played with rally scoring up to 11 points; a team must win by 2 points. If a third game is needed, it will be played with rally scoring up to 15 points; a team must win by 2 points.

Team/Position of Players:

1. (6) Players must be on the court at all times. Teams may finish with minimum of (5) players due to injury or ejection only.
2. The maximum amount of players on a roster is 12.
3. (1) Female must be on the court at all times during game play.
4. Players must rotate clockwise after regaining service.
5. After the ball is contacted on the serve, players may move from their respective positions.
6. Unlimited substitutions may be used; however a substitute must rotate in all six positions before they may be substituted again. A substitute shall take the position of the person who he or she is replacing. Substitutions can be made when the ball is dead after the official has signaled for substitution.
7. If a player is bleeding, has an open wound, or has an excessive amount of blood on his or her uniform, he or she must leave the game, and may not return until a game official permits him or her to do so.

Choice and Change of Courts:

1. For the first and third games of each match, the official will toss a coin to see who takes serve or choice of court half.
2. Teams shall change court half at the end of each game, with the opposite team starting with service in the second game.

Playing the Ball:

1. The ball must be clearly hit; a carry or double hit is not allowed.
2. A ball touching the boundary line is considered good or in play.
3. A ball may be hit from 1 to 3 times before going over the net.
4. You are not allowed to kick the ball.
5. Inadvertent hit off a player's body is allowed.

Net Play:

1. A player shall not make contact with any part of the net or its supports while the ball is in play, a point will be awarded to the opposing team for a foul if contact is made.
2. When the ball is driven into the net and touches an opposing player it is not a foul.
3. A player is allowed to step on the center line, but not beyond it. If done, it will result in a point for the opposing team.
4. A ball may be played off the net from any hit including the serve.
5. When players contact the ball simultaneously above the net, each player may participate in the first of the three hits allowed for his or her team.
6. Simultaneous contact of the ball by more than one player of the same team is allowed and is considered as two hits on the ball.

Service:

1. Games will be played with rally scoring so either team may score on service.
2. The team serving in the first game will not serve first in the second game.
3. Service for the third game will be decided by a coin toss by the official.
4. The server must wait for the officials signal to serve. The server may not purposely delay the game.
5. A player may not serve out of turn. Doing so will result in a loss of service.

Conduct:

1. Only the captain may speak to the official about a questionable call. All concerns must be made when the ball is not in play.
2. The official has the right to eject anyone from the game for any reason the official deems appropriate; including (but not limited to) consistent arguing, obscene language, unnecessary force, etc.
3. The "Honor System" will be used among the players to aid officials on missed calls.
4. Deliberately spiking the ball on someone with intent to harm or injure will result in ejection.