Volleyball Intramural Rules

The Game:
1. Matches will consist of 2 out of 3 games to 20 points rally scoring, and must be won by 2 points. If the match goes to 3 games the last game would be played to 15 points and must also be won by 2 points. Matches will last a maximum of 45 minutes. The team that is winning at the end of the 45 minutes will be declared the winner.
2. The third game may not exceed 17 points. In the event of a 16-16 tie, the first team to reach 17 will win the match.
3. After each game teams will switch sides.
4. The team not serving the first game will serve first the next game.
5. There are 6 players. There must be 3 men and 3 women on the court at all times. You may start or finish a game with 5 players, two of which must be women.
6. Each team is allowed a maximum of 3 successive contacts of the ball in order to return the ball to the opponent’s area.
7. The coin toss winner may elect serve, receive, or side.
8. Substitutions may occur when the ball is dead. Time-outs are not required for substitutions. A team is allowed an unlimited number of subs.
9. You cannot block a serve. Only players who are in the front line at the time of service may legally accomplish blocking.
10. A back-line player may spike providing they are behind, or jump from behind the 10 foot line.
11. No player may reach over or touch the net, or step over the center line.
12. Successive contacts may be made only after blocking a spike attempt.
13. Each team is allowed one 30 second time-out per game.
14. The intramural supervisor will have the ability to make final decisions.

Sportsmanship Rating:
Each will receive a sportsmanship rating from the officials and/or field supervisor at the conclusion of the game.
- 4 pts (excellent) - given to a team which demonstrates good sportsmanship and maintains an excellent attitude of complete cooperation. Full and complete support of the officials.
- 3 pts (above average) – given to a team when there is no incident of poor sportsmanship. Respect shown for opponents and officials.
- 2 pts (average) – given to a team when unsportsmanlike conduct is not present in the game except for rare minor infractions. Poor behavior limited to individuals, not to the entire team.
- 1 pts (below average) – given to a team if players, other than the captain, persist in questioning official’s calls, and/or they repeatedly argue with the officials. For frequent use of profane language. If spectators, clearly related to the team, fail to cooperate with the officials and the team is not supportive of the officials’ efforts.
- 0 pts (poor) – given to a team when a player is ejected and the team does not assist the officials in removing the player from the area. If players disregard warning of unnecessary roughness, unsportsmanlike conduct, abusive language or action, etc. If the team refuses to attempt to control their fans after a request to do so from the supervisor.
• A team that forfeits will receive a 0.

Qualifying for Playoffs:
• A team must have a cumulative 2.5 rating average in order to be eligible for the playoffs.
• A team must have at least a 2.5 rating for each game in the playoffs to advance to the next round. Teams receiving a 2.4 or less are required to meet with the IM Director prior to the next contest.
• Any team that receives 0 in a playoff game will be disqualified from that tournament and the team and players will be suspended from all IM events for a period of time determined by the IM Director.
• In case of ties, the following tie-breaker format will be used: 1) Head/Head 2) Sportsmanship Rating 3) Point differential.

Rights and Duties of Players and Teams:
1. The floor captain is the only player who may address the referee and shall be the team’s spokesperson.
2. Offenses by players or other team members may result in a warning, expulsion, or disqualification.
   • Warning: minor unsporting offense
   • Expulsion: extremely offensive conduct which results in expulsion for the remainder of the game.
   • Disqualification: a second expulsion during a match or any attempted/actual aggression towards others will result in disqualification for the remainder of the match. Disqualified players must leave the gym for the rest of the night and contact the IM Director prior to participating in another contest.

Team Composition:
1. Before the start of the match, all participants must show student id and record their names on the scorecard.
2. Teams must be prepared to start the match at the scheduled time or risk a forfeit. Teams must have 5 players to start.
3. Each team must have, but not limited to, 3 girls on the roster.
4. Players must be enrolled or on staff at Southeastern to participate in IM.
5. Current student Id’s are required.