I. Eligibility

A. All participants are subject to Campus Recreation Eligibility Rules that are outlined in the Intramural Sports Participant Handbook.
B. All players must present a valid UCI Student ID OR Driver’s license in order to check in for a game.
C. Players may not participate on two or more teams in any division and in the same sport during the Intramural season. However, players may play in one CoRec league and in one Men’s/Women’s league concurrently.
D. A player must have played in a regular season game to be eligible for playoffs. There will be no on-site additions to a team’s roster once playoffs have begun. Please contact the Director of Intramural Sports with any roster questions.

UCI CLUB SPORTS PLAYERS:

Only TWO PLAYERS APPEARING ON THE TEAM ROSTER for all “Open” leagues may be designated as Club Volleyball “players.” This includes both Men’s and Women’s Club teams. Please consult the Intramural Sports Participant Handbook for eligibility requirements.

I. The Game

A. The first two games are played to 25 points with a cap at 30 points. The third game (if necessary) is played to 15 points with a cap at 20 points. All games will be rally scoring format.
B. A team must win two out of the three games to be declared the winner.
C. The officials shall conduct a coin toss with the captains and go over any rules not covered in the rule book.
   1. The winner of the coin toss will have the option of side, serve/receive. If a team chooses to receive the other team shall have the choice of side and serve. In the deciding game the head official will conduct a coin toss and the winner will have the option of side, serve/receive. The first team to reach 8 points in the deciding game will then switch sides.

II. Players, Substitutions and Fans

A. Teams consist of six players.
B. A team must have a minimum of five players to start a game.
C. Games will start on time. A team with less than the minimum number of players to start the game will be given a forfeit loss. Teams are given a 5-minute grace period to field the minimum number of players required to start a game. The game will begin once the minimum amount of players has arrived for each team. If a team does not have the minimum amount to start the game at game time, that team will automatically move down to a “2” for sportsmanship rating, and cannot achieve higher than a “3” rating for that game.
D. The “Ghost Rule” applies if a team is using 5 players. In the Ghost Rule, opponents shall receive a point and serve after the end of the first full rotation.
E. Each team shall designate to the officials a captain. The captain shall address the officials on matters of interpretation or to obtain essential information.
F. Free substitutions are allowed (on a rotating basis) as long as the player either subs for the same person or into/out of the same position.
G. A team may use a Libero during the game.
   1. The Libero must be designated at the beginning of each game.
   2. The Libero will wear a colored jersey/tee shirt.
   3. The Libero may not block or attack a ball that is above the height of the net.
   4. A hitter may not attack a ball that is above the height of the net after a Libero set’s the ball with his/her fingers in front of the 10 foot line.
   5. The Libero may serve but only in one of every rotation of the lineup.
H. Fans/spectators may not enter the court during the game. Fans/spectators will be asked to leave the premises if they fail to comply with the rules and policies stated by campus recreation.

III. Uniform, Equipment, Game Ball, and Court

A. Non-marking athletic shoes shall be worn by all players. Players wearing sandals or dress shoes will not be allowed to enter the game.
B. If both teams cannot agree on a game ball the head referee will determine the official game ball.
C. Teams using a Libero: The Libero must wear a top that clearly identifies him/her as the defensive specialist.

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D. Team uniforms are not mandatory.

E. Boundary lines are in-bounds.

F. Adjacent courts are considered “out-of-play” while other games are in progress.

G. Any ball which hits the ceiling is only out-of-play if it crosses over to the opponent’s side of the net.

H. Balls may not be played off the wall. When playing a ball near a wall, players may not use the wall to gain an advantage. (Both feet must remain on the floor).

I. Ball hitting the basketball supports hanging in a horizontal position will be considered legal and play shall resume.

J. The ball is out of bounds if it touches any part of the TRACK structure.

K. The net will be at 7 feet and 11 5/8 inches for the men’s league and 7 feet, 4 1/8 inches for the women’s league.

IV. Timeouts and Game Length

A. Each team is allowed one 60 second timeout per game.

B. A timeout not used will not be carried over to the next game.

C. Only players currently on the court may call a timeout.

V. Scoring and Mercy Rule

A. Rally scoring will be used throughout the entire match.

B. The first 2 games will be played to 25, win by 2. No game shall ever exceed 30 points (hard cap)—if a game is tied 29-29, next point wins.

C. The third and deciding game will be played to 15, win by 2. No third set shall ever exceed 20 points (hard cap)—if a game is tied 19-19, next point wins.

D. When a team reaches 8 points in the third and deciding game both teams shall switch sides.

E. Side-out scoring will not be used when a team reaches game point.

VI. Service

A. The server may serve from any position behind the endline.

B. On a serve, players are allowed to shadow the line, but not touch/cross over the line.

C. Let serve: A serve that hits the net and goes over. Play shall continue if a served ball hits the net and goes over.

D. If the ball is served before the referee’s whistle, a reserve shall be given. Only one reserve is allowed. A “point” for the opposing team occurs for the following service faults:
   1. Ball does not pass over net.
   2. Ball touches teammate or any other object before crossing net.
   3. Ball lands out-of-bounds
   4. Ball touches wall or ceiling.

E. If a team serves out of order, their opponents shall receive a point and the serve. The team in violation will lose serve and any points scored while serving out of order. The players of the team at fault must take their correct positions.

F. Any attempt to screen the receiving team from seeing the trajectory of the serve is a point to the receiving team. This includes two or more players standing together or one player with his hands above his head, as the serve passes over the player(s).

G. At the time the ball is contacted for the serve, the players on the court must be in their proper order.

H. The player receiving a served ball may not spike or block a serve above the height of the net.

I. Players are permitted to double contact in the reception of a served ball given that the contact occurs in a single attempt.

VII. Playing the Game

A. Each team is allowed three successive contacts of the ball in order to return it.

B. A double contact is allowed on every first ball and the contact is made with only one attempt.

C. The ball may be hit with any part of the body. The ball can be kicked.

D. The first contact can contact any part of the body provided that such contacts are simultaneous (except for the first ball over) and that the ball rebounds immediately and without and holding or carrying involved.

E. Touching a ball above the height of the net in an attempt to block does not count as one of the three hits allowed; the same player may make the first contact during that play.

F. When the ball visibly comes to rest momentarily in the hands and arms of a player, it is considered as having been held. Scooping, lifting, pushing, or carrying the ball are forms of holding.

G. If, after simultaneous contact by opponents, the ball falls out-of-bounds, the team on the same side shall be deemed as having caused it to go out-of-bounds.

H. When two players of the same team simultaneously contact a ball, it is considered one contact and either player may make the next contact.

I. A player is not allowed to attack the ball that is fully on the opponent’s side of the net. If the ball is on the vertical plane of the net, an attack can be made.

J. No player shall assist a teammate by holding him/her while they are playing the ball. It is legal to hold a player not playing the ball in order to prevent a fault.
K. A back row player may not cause a ball, which is completely above the height of the net, to cross over to the opponent’s side unless he/she is either on the ground completely behind the 3-meter line or is in the air, having jumped from behind the line. If the player touches any part of the line it is a violation.

L. A ball must break the plane of the net before an opponent may contact it or if no play by the attacking team can be made.

VIII. Blocking
A. A block is considered legal when a player’s hand is above the height of the net and touches or deflects the ball while it is above the height of the net. A player’s hand below the height of the net is not considered a block but is considered the first hit and the team has 2 remaining hits left.
B. Blocking may be legally accomplished only by players who are in the front row at the time of service. Back row players may not participate in a single block or team block. (A team block is when two or more players are blocking simultaneously.)
C. The team that has participated in a block shall have three additional contacts after the block.
D. Any player participating in a block shall have the right to make the next contact, such contact counting as the first team hit.
E. Multiple contacts of the ball by a player participating in a block shall be legal provided it is during one attempt to intercept the ball.
F. Multiple contacts of the ball during a block shall be considered a single contact, even thought the ball may make multiple (2 or more) contacts with one or more players of the block.
G. Blocking a served ball is prohibited.
H. It is legal to block a ball on the opponent’s side of the net provided, in the opinion of the official, the trajectory of the ball would have caused it to break the plane of the net.
I. A blocked ball is considered to have crossed the net.

X. Play at the Net
A. If a player’s action causes him/her to contact the net during play, accidental or not, with any part of body or clothes, that player shall be charged with a fault. Players are not allowed to touch any part of the net.
B. If the ball is driven into the net with such force that it causes the net to contact a player, such contact shall not be considered a fault.
C. If opponents contact the net simultaneously, it shall constitute a double fault and a replay shall be awarded.
D. If a player accidentally contacts any part of the net supports, such contact should not be counted as a fault provided that it has no effect on sequence of play. Intentional contact or grabbing of such objects shall be penalized as a fault.
E. Crossing over the centerline and contacting the opponent’s playing area with any part of the body is a fault. The whole foot must be completely over the centerline in order to be a violation.
F. If the ball, in any way, makes contact with the antenna, it is out. If the ball sails outside of the antenna, it is out.
G. Players are not allowed to touch the antenna. Side out and point are given to the opposing team if a player touches the antenna.

XI. Violations
A. A violation will result in a point.
B. A violation shall be declared when:
   1. the ball touches the floor.
   2. the ball is held, thrown, scooped or pushed.
   3. a team has played the ball more than three times consecutively or a player touches the ball twice consecutively.
   4. a team is out of position at serve.
   5. a player touches any part of the net.
   6. a player crosses the centerline and contacts the opponent’s playing area.
   7. a player attacks the ball above the opponent’s playing area.
   8. a back-row player while in the attack area hits the ball into the opponent’s court from above the height of the net.
   9. a ball lands outside the court or touches any object outside the court.
  10. a player reaches under the net and touches the ball or an opponent while the ball is being played by the opposite team.
  11. the game is delayed persistently.
  12. illegally served ball or service fault.
  13. the ball touches or sails outside the antennae.
  14. a player intentionally hits the ball while the ball is on the other side of the net.
C. It’s not a violation if:
   1. during a hard driven spike, a defensive player double contacts the ball. It will be in the judgment of the official who will determine the intensity of the spike.
XII. Playoff Requirements and Seeding

A. In order to determine playoff qualification, the intramural sports staff will use the following guidelines:
   1. Win/loss record will determine final regular season standings. Teams that finish in 1st and 2nd place in their division will participate in the "A" playoffs, and teams that finish in 3rd and 4th place in their division will participate in the "B" playoffs. Sportsmanship criteria must still be met. Please refer to the Intramural Sports Participant Handbook for full tiebreaker procedures.
      i. Any game that is defaulted by a team will count worse than a loss for that defaulting team’s record for seeding purposes.
      ii. Any game that is forfeited by a team will count worse than a default for that forfeiting team’s record for seeding purposes.
   2. An average sportsmanship rating of 2.5 or better by the end of the season. This average must be maintained throughout playoffs. If a team has worse than a 2.5 average, they cannot make playoffs.

B. A player must have played in a regular season game to be eligible for playoffs. There will be no on-site additions to a team's roster once playoffs have begun.