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. Players may however play in one Coed 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 SPORT PLAYERS:**

Only two players on the team roster may be Club Volleyball players. Please see the Intramural Sports Participant Handbook for eligibility requirements.

II. **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.

III. **Players, Substitutions and Fans**

A. Teams consist of six players.

B. A team must have a minimum of five players to start a game. At least two females must be present for a game to legally begin.

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 10-minute grace period to field the minimum number of players required to start a 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 not use a Libero during the game.

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.

IV. **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.

D. Teams will wear the team shirt color designated at the manager’s meeting.

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 Coed league.

V. Timeouts and Game Length

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

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

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

VI. Scoring

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.

VII. Service

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

B. Each server must alternate gender from the previous server.

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. A setting action which resulted in a double contact is permitted during a served ball.

VIII. Playing the Game

A. Each team is allowed three successive contacts of the ball in order to return it. NEW: For Coed Volleyball, if more than one hit is needed to get the ball to the opponent’s side of the net, one player from each gender must participate in one of the three team contacts.

B. When the ball is contacted by two female players, a male player must make contact before the ball goes over. Failure to do so results in a point for the other team. Inversely, when the ball is contacted by two male players, a female player must make contact before the ball goes over.

C. One female hitting the ball over or one male hitting the ball over is considered legal and play shall continue.

D. Two/three males hitting the ball over or two/three females hitting the ball over are considered illegal. Serve and a point will be given to the opposing team.

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

F. The ball may be hit with any part of the body. A volleyball can be kicked.

G. 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.

H. 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.

I. 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.

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

K. No player is allowed to attack the ball on the opponent’s side of the net.
L. 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.

M. 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 10-foot 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.

N. 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.

IX. 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 players 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 by only 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.

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 the 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.

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, 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. Yellow and Red Cards

A. Cautionary cards are given to players to penalize unsportsmanlike behavior and/or physical altercation.
B. A player will be penalized with a Yellow Card for minor offenses, notably (but not limited to):
   1. Cursing directed at refs or opposing team.
   2. Slamming ball down or striking net to express negative emotion.
   3. Throwing ball at opposing team players.
C. A player will be penalized with a Red Card for a serious offense, or a second minor offense, notably (but not
   limited to):
   1. Confrontational verbal abuse.
   2. Continual cursing.
   3. Shoving an opponent.
   i. Any Red Card offense will also result in a loss of rally and point for the opposing team.
   ii. The player receiving the Red Card will have to sit out the remainder of the set, and cannot re-enter
      until the set has been concluded.
D. A player will be penalized with a simultaneous Yellow AND Red Card for a flagrant offense, second serious
   offense, or third minor offense, notably (but not limited to):
   1. Continued or severe verbal abuse or offensive language.
   2. Physically striking an opponent.
   i. A simultaneous Yellow and Red Card offense will also result in a loss of rally and point for the opposing
      team.
   ii. The player receiving the simultaneous Yellow and Red Card will be ejected from the game, and must
      leave the facility premises prior to the game resuming.

XIII. Ejections

A. A player will be ejected from a game for unsportsmanlike misconduct, serious foul play, using abusive language,
   or if he or she persists in misconduct, with or without receiving a caution.
B. The player receiving the ejection must leave the premises, and, along with his/her team captain, must meet with
   the Director of Intramural Sports prior to participating in the next game. Any unsportsmanlike ejection will be
   penalized by AT LEAST a one-game suspension, and potentially more depending on the nature of the offense.
C. A player ejected twice during the course of the season will be suspended for the remainder of the season.
D. If a team has a total of three or more players ejected during the season, the team will be removed from the
   league.
E. In the case of unruly spectators, warnings and ejections may be administered to the team captain.

XIV. 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. The top-3 teams in each five team division will
      advance to playoffs. In the case of more or less teams in a division, or other unforeseen circumstances, the
      amount of teams allowed into playoffs may be altered at the discretion of the Director of Intramural Sports.
      i. Any game that is defaulted by a team will count worse than a loss for that defaulting team’s record for
         playoff inclusion purposes.
      ii. Any game that is forfeited by a team will count worse than a default for that forfeiting team’s record for
          playoff inclusion 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.