Game rules have been adapted for intramural play. In all other cases, rules from the CIF (California Interscholastic Federation) and the NFHS (National Federation of State High School Associations) will be in effect.

I. Eligibility

A. Upon participating in one game, all participants are required to pay the quarterly IM Sports Pass – no exceptions. **Failure to pay this fee by the end of the regular season will result in a $25/person fine charged to the Team Captain as well as exclusion from playoffs.**
B. All participants are subject to Campus Recreation Eligibility Rules that are outlined in the Intramural Sports Participant Handbook.
C. Players may not participate on two or more teams in any division and in the same sport during the Intramural season.
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.

II. The Game

A. **Grass Volleyball will be self-officiated.** Scores will be kept by each team and reported to the IM Supervisor on-site. In extreme cases, the IM Supervisor can be called upon to mediate a ruling, however a replay is recommended in these cases.
B. The game shall be played by two teams, each consisting of no more than four (4) players.
C. The team winning two-out-of-three games will be declared the winner. The first two sets will be played to 21 points (with a cap at 25), and the third set will be played to 15 points (with a cap at 20).
D. Prior to the game, team captains will meet to conduct a rock-paper-scissors to determine serve and side.
E. 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.** Any forfeit will result in a $25 Forfeit Fine (summer sports only) charged to the Team Captain.
F. 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.
G. Team Sportsmanship is rated from a scale of 4 (excellent) to 1 (poor). Each team steps onto the court with a rating of 2.5, and receives a whole number rating score upon completion of the game. Sportsmanship is determined by behavior on the court, demeanor towards opposing players and Intramural Sports Staff, physicality of play, etc.

III. Players, Substitutions and Fans

A. Teams consist of four (4) players.
B. A team must have a minimum of three (3) players to start a game. **THERE IS NO GENDER REQUIREMENT IN SUMMER GRASS VOLLEYBALL.**
C. A game can start or continue with three (3) players on the court during the regular season, or as a result of losing players to injury or ejection during playoffs, as long as the game remains competitive.
D. The "Ghost Rule" applies if a team is using three (3) 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. **Substitutions:** Free substitutions are allowed (on a rotating basis) during a dead ball, but only into/out of the service position (back right). An exception can be made for an injured player.
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. Athletic shoes are encouraged to be worn by all participants, however participants may choose to participate bare foot if desired. Please note that the Release of Liability Waiver captured from all participants through IMLeagues acknowledges the assumption of risk during participation.
B. If both teams cannot agree on a game ball the head referee will determine the official game ball. It is recommended to bring a ball for individual warm-ups.
C. Teams will wear the team shirt color designated on IMLeagues.
D. Boundary lines are in-bounds. A ball must touch a boundary line to be called "in."
E. Adjacent courts are considered "out-of-play" while other games are in progress.
F. The net will be at 7 feet and 8 inches for the Grass Volleyball league.

V. Timeouts and Game Length

G. Each team is allowed one 60 second timeout per set.
H. A timeout not used will not be carried over to the next set.
I. 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 21, win by 2. No game shall ever exceed 25 points (hard cap)—if a game is tied 24-24, 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.

VII. Service

A. The server may serve from any position behind the endline.
B. Let serve: A serve that hits the net and goes over. Play shall continue if a served ball hits the net and goes over.
C. 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.
D. 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.
E. 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).
F. At the time the ball is contacted for the serve, the players on the court must be in their proper order.
G. The player receiving a served ball may not spike or block a serve above the height of the net.
H. A setting action which resulted in a double contact is permitted during a served ball.

VIII. Playing the Game

A. A double contact is allowed on every first ball and the contact is made with only one attempt.
B. The ball may be hit with any part of the body. A volleyball can be kicked.
C. 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.
D. 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.
E. 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.
F. When two players of the same team simultaneously contact a ball, it is considered one contact and either player may make the next contact.
G. No player is allowed to attack the ball that has entirely crossed over to the opponent’s side of the net, and an opposing player has the opportunity to make a play on the ball.

H. 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.

I. 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.

J. 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 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 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. Please enforce consistently, and make expectations known prior to the start of the game.

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 enforced.

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, provided an opposing player was near to the action. 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 ground.
   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 (with an opposing player nearby).
   7. a player attacks the ball above the opponent’s playing area (when an opponent has a chance to make a play on the ball).
   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. 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 from all Intramural Sports activities for a period up to one year.
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-4 teams in each division will qualify for playoffs. Playoffs will be Single Elimination format.
      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.
   3. Tiebreaker procedures are outlined in the Intramural Participant Handbook.
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.