The rules of the National Collegiate Athletic Associations (NCAA) will apply in all cases except where special intramural rules apply.

THE GAME

- No player may participate on more than one team.
- Game played by two teams with six (6) players on each team. A team can play with four (4) players. Less than four players on a team will not be allowed and the game will be forfeited.
- All players must wear tennis shoes. NO BLACK SOLED SHOES!
- A match consists of the best two out of three games.
- The rally scoring system will be in used. A team wins the game when they score 25 points, and have a two-point advantage. A 3rd game (if necessary) will be up to 15 points with a two-point advantage.
- A toss of the coin determines which team receives the choice of either the serve or the court. The first team who completes the score sheet will make the call. The team that receives in game #1 will serve in game #2. The service for game #3 (if necessary) will be determined by another coin toss. The opposite team that called the first toss will call this one.
- The teams' exchange courts at the end of each game.
- One time-out is allowed to each team during each game (one-minute).
- Three-minute break between games.
- Do not chase loose volleyballs into other courts while play is in progress.

FORFEIT TIME

- Game time is forfeit time! At game time the clock timing the contest will be started. At this time, the offended team is given the option to take the victory or wait up to 10 minutes for the other team and play the game. Once the decision is made by the offended captain, it may not be reversed and the outcome of the contest will stand. For every minute a team is late, the offended team will receive 1 point towards their first game score.

THE SERVE

- Players must rotate clock-wise one position when they win the serve.
- On the serve, the ball cannot touch the antennas - if it does, the serving team loses the ball and the receiving team will get a point. **However, the ball can touch the net on the serve.**
- The server shall stand with both feet back of the rear boundary and may not step on or over the end boundary line until after the serve is hit. Also, the server may serve from anywhere between the side lines.
- The ball must be served within 8 seconds of the officials whistle. Each player must remain in position within the boundary lines of the court until the ball is contacted by the server. After the serve, players may take any position on their side of the court. However, backline players may not block or spike in front of the ten foot line.
- The server may strike the ball with his hand either underhand, sidearm, or overhand.
- Any ball hitting the ceiling (either side of the court) on the serve is a "side-out".
- A receiving player may not spike or block the serve.
- A receiving player may set the serve.

NET PLAY

- No players may contact the net. If 2 opposing players touch the net simultaneously, the ball is declared dead and is served again.
- Player can touch the floor across the center line or its out-of-bounds extension as long as they do not interfere with the opponent.
- Any front row player is allowed to block at the net.
- No player may reach over the net to strike the ball, but may reach over the net to block an attacked ball.
GENERAL RULES

• Neither team may play the ball more than three times before it goes back over the net, unless the first touch was a block.
• When playing the ball, all players must clearly hit or bat the ball. It may not be thrown, caught or lifted.
• No player may play the ball twice in succession unless two players touch the ball simultaneously as in passing or blocking the ball, or unless the first touch was a block, or if a hard driven spike is hit twice, (official’s discretion).
• If the ball touches a boundary line, it is in play.
• A player may run outside of his court but not onto another court to play the ball.

SCORING

• The rally scoring system will be used throughout the whole match. In the rally system, both the receiving and serving teams may earn points towards the score. The first two games are up to 25 and win by 2. The third game up to 15 and win by 2.

SUBSTITUTIONS

• Player(s) may be rotated out but then must be rotated in at the server’s position only. Clockwise direction.

GROUND RULES

• If the ball contacts the ceiling and returns to the same side of the net, it will remain in play. But if the ball crosses over to the opponents’ side of the net, it will be considered dead and a point will be awarded.
• Any ball contacting a player at or above the knee is still in play.
• Basketball backboards near volleyball courts:
  A. On the serve, if the server wants to move down the end line (outside of hash marks) this is alright. The move should be within reason (away from the backboard).
  B. When a playable ball (officials’ judgment) hits the backboard, the point is replayed. If, in the officials’ judgment, the ball could not have been hit back in play, it will be a point.
  C. Net antennas (entire antenna) are out of play.

ROSTERS FREEZE

• Rosters freeze with your last regular season game. No players can be added after this time. The players on the roster for your last game, are the players that will be eligible for the playoffs.

 UNSPORTSMANLIKE CONDUCT

• Students working as intramural officials are providing a service to those other students, faculty and staff participating in volleyball. Under no circumstances should these student officials be threatened or physically or verbally abused. Anyone physically or verbally abusing an intramural official will immediately and automatically be suspended. The suspension will remain in effect throughout the time necessary to clarify and verify the facts surrounding the action. Permanent suspension may follow.
• Case: If an official has a problem with a player, he/she will warn the team manager and notify the supervisor. If the problem persists, the player will be ejected from the game (if the problem was flagrant or abusive, no warning is necessary). Any player ejected from a game for any reason will automatically be suspended from his/her team’s next game.

INJURIES

• Participants are responsible for any and all injuries sustained while participating in the Intramural program. Report all injuries to the supervisor.