

INTRAMURAL VOLLEYBALL RULES

1. **A team shall consist of 6 players, but a minimum of 4 can play.**
2. **A match shall consist of 3 games, during the regular season, and best 2 out of 3 during the playoffs.** Teams must play all 3 games during the regular season. Averages will be computed on games won and lost.
3. **All 3 games shall consist of 11 points. If a 10-10 score exists, play will continue until one team wins by 2 points. Playoff games will be played to 15 points.**
4. Only the serving team can score.
5. There will be a volley for the right to begin serving.
6. Only one service is allowed.
7. **Court is bound by lines. A line is a fair ball.**
8. **FAULTS:** (loss of serve if by servers or loss of point if by non-servers)
 - a. Player touching net or crossing centerline.
 - b. Hand or hands over top into opponent's side of net in hitting ball.
 - c. Ball tapped more than 3 times. Two players tapping ball simultaneously shall count as 2 taps.
 - d. Ball tapped out of bounds. A caught ball cannot be judged out of bounds, it must hit the floor.
 - e. Catching or throwing the ball. The ball must be tapped.
 - f. Serve out of turn or receive serve out of position. (If serving, loss of points by ineligible server.)
 - g. All six players must be on the court when the ball is served.
 - h. A player spikes the ball above the opponents court.
 - i. The ball is played by a directed kicking motion. All other parts of the body are legal.
 - j. Two opponents hitting net simultaneously while playing the ball. Double Foul - replay.
 - k. A player receives personal warning.
9. **BLOCKS:** A ball touched by a player, playing close to the net, and attempting to block a shot by an opponent shall not be counted as one of the three taps permitted by his team. He may block the shot and play the ball before a teammate touches the ball. If two players block the ball simultaneously, this will count as one hit.
10. A ball may be played from out of bounds

11. On change of service, all players shall rotate clockwise (to the right in front line and left in second line). The player in the front line right position (right forward) becomes the next server. Positions of players may be changed ONLY after a completed game.
12. Teams shall change sides of the court after each game. In the third game, the team with the lesser score MAY ASK for a change of courts as soon as opponents have scored 6 points. All players shall continue in their same positions.
13. Each team is allowed one ONE MINUTE (1) time-out per game.
14. Players on the individual teams are responsible for calling their own faults.
15. **Teams MUST END play on the hour --- (8:00, 9:00, etc.), whichever team is ahead at this time will be declared the winner.** Teams scheduled to play at this hour may claim the court at this time with the following EXCEPTION: IF THE GAME IS TIED, THE TEAMS MAY CONTINUE TO PLAY UNTIL THE NEXT POINT IS SCORED - (The winning margin in this case is ONE POINT). If all 3 games are completed before the hour, these teams having just completed play, may continue to practice on the court until 5 MINUTES BEFORE THE HOUR, when they must yield to the teams of the following game if they are present.
16. **All games must be started on time, yet teams must be ready to play no later than five (5) minutes past the scheduled time.** If a team shows up after the hour, the team which arrived on time has the following options:
 - a. They may claim forfeit of all three games.
 - b. They may claim forfeit for one game and agree to play #2 and #3 games subject to the conditions listed in Rules 3 and 16. NOTE: This decision as to which option to accept must be made BEFORE PLAY BEGINS.
17. **The winning team must report the score within 24 hours to the Coordinator.**
18. **A PLAYER MAY COMPETE WITH ONLY ONE TEAM PER SPORT.**

Once a player has played with a team, he/she may not play for any other team in that sport, regardless of division. Violation can result in suspension of the player and forfeiture of the game in question. See IM General Rules for details.
19. All players and spectators must have an ID card in order to get on the Gym floor.
20. **Only front line players can spike and block the ball at the net.** Back row players may spike from behind the 3 meter line. The service line will be marked 2 meters from the wall. In the West Gym, this means the service line is indented into the court.

21. **REPORTING SCORES:** Winning team captains must report scores to the Coordinator within 24 hours of the scheduled game. Unreported scores will be recorded as a loss for both teams.

Please read carefully....

Assumption of Risk and Hold Harmless Agreement

Rensselaer Polytechnic Institute does not provide accident insurance coverage for injuries received by Intramural participants. Each participant should make sure that he/she has coverage either through family policies or the student insurance plan. We cannot emphasize this point enough.

By registering a team, team captains assume the responsibility that they shall make their teammates aware of the various risks of participating in this activity. Captain's that do not agree to this responsibility will not be entered into intramural leagues.

Participation in sporting and athletic activities involves certain inherent risks. These include, without limitation, the significant risk of serious personal injury or death and the significant risk of personal property damage or destruction, and hereby assume all risks and consequences associated with or arising in connection with such participation.

Participants agree to indemnify and hold harmless the State of New York, the Board of Trustees of RPI, and Rensselaer Polytechnic Institute (RPI), and their employees and students, and all organizations involved in the coordination, hosting, staffing and contribution of equipment and supplies, and their agents, servants and employees from and against any and all claims, damages, actions, liability and expenses in connection with loss of life, personal injury and/or damage to property arising out of my participation in the above-referenced activity.

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