Western Washington University Intramural Game Rules

Volleyball

All participants must read the Intramural Handbook and sign the Hold Harmless Agreement in order to participate. Both can be found on our website: www.wwu.edu/campusrec

I. Players
   A. A full team is 6 or more players for 6 v 6. A full team is 4 or more players for 4 v 4.
   B. You must start and finish a game with at least 4 players for 6 v6. You must start and finish a game with at least 3 players for 4 v 4.
   C. If a team does not have the minimum number of players at the start of game time, that team will be granted a 10 minute grace period before the game is declared a forfeit. If play resumes after the 10 minute grace period, that team forfeits the first set.
   D. Varsity/Club Sport players: Only 1 ex-varsity and 1 Sport Club member (current or former) can be on a team’s roster. Varsity players must sit one full calendar year from the last time they were on the varsity team’s roster before they can play in an intramural game. If a player participates in a game before they are eligible, that team will forfeit the game.

II. Equipment
   A. A regulation ball provided by Intramurals will be used for all games, unless otherwise agreed upon by both teams.
   B. No hats, jewelry of any kind, exposed metal or hard plastic braces, casts, etc.
   C. Players must wear athletic apparel and athletic shoes. Supervisors and officials have the right to tell you to change or that you cannot play in a game if they feel what you are wearing endangers participants.
   D. Any player bleeding must leave the game and can only return after the bleeding has stopped and the injury has been cleaned and bandaged, and no blood is seen on the participant (change clothes if needed).

III. Match
   A. A match is 2 out of 3 sets (or 40 minutes).
   B. Rally scoring is used in every set.
   C. The first two games are to 25 points or win by 2 points. If needed, the third game is to 15 points or win by 2 points.
   D. If the match is not over when the 40 minute time limit expires, the following will happen:
      i. If the 40 minutes hits in the second set, the team that is ahead will be declared the winner. If this ties the match (1-1), the third game will start and will go to 7 points.
      ii. If the 40 minutes hits in the third set, whoever has scored 7 or more points will be declared the winner. If neither team has 7 points, the game will continue to 7 points only.

IV. Game procedures
   A. WWU Intramurals follows the National Federation of State High School Associations volleyball rules. The rules can be found here. Exceptions include WWU Intramural specific rules.
   B. Each team is allowed 1 timeout per set.
   C. Substitutions can only be made in the server position.
   D. If a ball hits anything directly above the court (basketball hoop, light, etc.) and comes down on the side of the team that hit the ball it is still in play. If the ball hits directly above the court and comes down on the opposing side it is deemed dead.
   E. If a ball touches the wall, the floor, antennas, the net outside of the antennas, a non-player/referee, the ceiling above the opponent’s playing area, or enters a non-playable area (adjacent courts) it is deemed dead.
V. Coed modifications
   A. Gender ratios must be a difference of 1 player, 3 men/3 women or 3 women/3 men, for 6 v 6.
      Gender ratios must be a difference of 2 players, 2 men/2 women, for 4 v 4. (Exception: Open
      leagues and playing down players).
   B. Positions on the floor must be alternating (male-female). (Exception: Open leagues and playing
      down players).
   C. There are no restrictions for female/male contact with the ball.
   D. Substitutions must be made for the same gender (Exception: Open leagues and playing down
      players).

VI. Sportsmanship
   A. Both officials and the opposing team will be evaluating sportsmanship. The average of the two
      scores will be taken for the total rating of the game.
   B. Teams receiving 2 unacceptable ratings (1) anytime during the season will be disqualified from
      any further competition. (Exception: forfeits).
   C. All teams that receive an unacceptable rating must meet with the Intramural Coordinator before
      any person can participate in any further games/events (includes future seasons).
   D. Any ejected player must meet with the Intramural Coordinator before that person can participate
      in any further games/events (includes future seasons).
   E. If a suspended team or participant plays in a game before meeting with the Intramural
      Coordinator, that game will result in a forfeit.
   F. It is not the Intramural Coordinator’s responsibility to initiate contact with suspended players or
      teams.

VII. Playoffs
   A. To compete in playoffs, a participant must be on the roster (via IMLeagues.com).
   B. If playing on more than one team in the same bracket, you must choose only 1 team to be a part
      of in playoffs.
   C. A participant must have checked in for at least 1 regular season game with their desired team.
   D. To get a champ shirt you must have played in the championship game or played in at least 3
      regular season games and 1 playoff game.
   E. Teams that receive an unacceptable sportsmanship rating (1) will be suspended and removed
      from the tournament.