Intramural Volleyball Rules

The Intramural Program staff will work hard to ensure that all participants have the safest experience, but guaranteeing absolute safety is not possible. Be aware that participation in intramural sports activities, including use of intramural facilities and equipment, is completely voluntary. There are risks and hazards, minor and serious, associated with participation in intramural sports activities. Participants voluntarily assume all responsibility and risk of loss, damage, illness, and/or injury to person or property associated with participation in intramural sport activities.

University at Albany, the State University of New York and the State of New York are not liable for any injuries, damages or other losses which individuals may incur while using recreational sports facilities or participating in the Intramural Program provided by the Office of Campus Recreation. The University at Albany does not provide medical, health, or other insurance for participants. Medical expenses incurred such as ambulance, doctor bills and x-rays will be the responsibility of the participant. Purchasing adequate health/medical insurance prior to participation is strongly recommended.

I. Player Eligibility

   a. All undergraduate & graduate students who have paid the recreation fee and are currently enrolled in any department or college of the University and current faculty and staff members shall be eligible to enjoy all intramural privileges and shall retain that status until they withdraw, graduate, take a leave of absence, or fail to comply with the eligibility rules or other guidelines.

   b. Only players who are able to present their current UAlbany photo ID card to the Intramural Site Supervisor will be eligible to participate in intramural activities. There will be no exceptions to this rule.

   c. For a full list of all eligibility requirements please refer to the Intramural Sports Handbook.
II. Team Composition

a. Team must have at least 5 players by the scheduled game time or else the game will be forfeited.
b. All players on a team must be registered to the team’s roster through IMLeagues.com prior to the first regular season game. Team members may not be added after the first game.
c. All team members are required to present their UAlbany photo ID card and sign in with the Intramural Site Supervisor at the beginning of each game. If a team member does not have his/her ID card or does not sign in with the Intramural Site Supervisor they will not be eligible to play.
d. Co-Rec teams are required to have an equal number of male and female participants registered to their roster. If there is an uneven number of participants on a roster there may be 1 additional male or 1 additional female.
e. For Co-Rec teams, during play there must be an even number of males and females on the court at all times. If there is an uneven number of players on the court there may be 1 additional male or 1 additional female.

III. Court and Equipment

a. All intramural volleyball games will be played in the Physical Education building gymnasiaums or in the Bubble.
b. Intramural participants will be expected to keep all used fields in pristine condition. Before leaving intramural facilities participants will be required to throw away all garbage and collect all items such as clothing, personal equipment, etc. If any garbage or other items are left behind, both team’s sportsmanship ratings will be reduced by one half point.
c. All equipment and game balls will be provided by the Office of Campus Recreation. However, if both team captains agree, a substitute ball provided by either team may be used.
d. NO JEWELRY MAY BE WORN DURING GAMES. Captains are responsible for ensuring that all team members remove jewelry before play. This includes, but is not limited to, earrings, necklaces, bracelets, rings, watches, facial rings, etc. Medical and religious jewelry may be worn but must be completely covered and taped to the body.

IV. Game Rules

a. A game is won when either team has a 2 point lead with 21 or more points. The winner of two out of three games determines who wins the match. If there is not enough time to play a full third game, the referee may call an 11 point game. The first two games are
until 21 points and the third game will be played until 15 points unless otherwise said. Teams will switch sides during the third game after 8 points, or 6 points in an 11 point game.
b. Service of the first game will be determined by a volley. The team that did not begin serving the first game shall begin serving the second game. If the match goes to three games, service for the third game will begin with a volley.
c. Each team may call one, one minute time-outs per game. Time outs will not be carried over.
d. **Rules of Play**
   1. The serving player shall not serve until signaled to do so by the referee. Service may be either underhand or overhand with either a closed or open hand. If a player serves before the whistle is blown, the serve shall be replayed. Only one reserve will be allowed per game.
   2. Both feet must be completely behind the end line when the ball is served. A foot fault results in the loss of a point.
   3. A served ball must pass over the net within the out-of-bounds lines without contacting the net.
   4. When a team is awarder the serve, they must rotate once in a clock-wise direction. Points will be scored by rally scoring.
   5. If a player serves out of turn, side-out will be called and any points made on his or her serve previous to this discovery will be discounted.
   6. A player may not block a serve at the net.
   7. A team is allowed three contacts of the ball (not counting a hit on a block at the net).
   8. A player may not hit the ball twice consecutively unless the first contact was a block.
   9. The ball must be hit cleanly. When, in the opinion of the referee, the ball visibly comes to a rest at contact; a carry will be called.
   10. The ball may be hit by any part of the body above and including the waist, (also may be played off the foot).
   11. The ball is out-of-bounds when it touches any surface or object outside the court. A ball touching the boundary line is good.
   12. A player shall not contact any part of the net or its supports while the ball is in play. If the ball is driven into the net so that it causes the net to contact an opposing player, no foul shall be called. If two players touch the net at the same time a double fault will be called and the point will be replayed.
   13. A player may touch the center-line, but only his/her foot may touch the floor on the opposite side of the center-line, as long as some part of that foot still
touched the center-line (or can be projected down onto the line). Any part of the
player's body may be in the air below the net and beyond the center-line if it
does not interfere with an opponent.
14. When spiking the ball, a player may follow through over the net provided that
he/she first contacts the ball on his/her own side of the net.
15. When blocking a ball, a player may reach across the net, but may not contact the
ball there until the opponent has hit the ball to return it.
16. If a foreign object enters the court during play, the referee may stop the play and
call for a play-over.
17. Only the captain of a team may talk to the referee or request substitutions and
time-outs.
18. The server can serve from anywhere behind the baseline.
19. The serving team may not screen the opposing team from seeing the trajectory
of the serve. This includes having two or more people at the net with hands up.
20. If two team-mates hit the ball at the same time it will be counted as one contact
and either person may hit the ball.
21. The ball must break the plane before it is touched by an opponent. The only
exception is if the team with the ball cannot make any play on it. You may also
block the ball if the trajectory of the ball shows it was going to break the plane of
the net, this call is at the discretion of the ref.
22. If the ball comes into contact with the antenna at any time the ball will be
considered out.
23. If the game is delayed for any reason by fault of a team (i.e.-taking your time,
and dragging the game out) a point will be awarded to the opposing team, and a
loss of serve.

e. Points are scored when
1. The ball touches the floor
2. The ball is held, thrown, or pushed
3. A team has played the ball more than 3 times consecutively or a player touches
   the ball twice consecutively.
4. A team is out of position at serve
5. A player touches the net
6. A player crosses the centerline and contacts the opponents playing area
7. A player attacks the ball above the opponents playing area
8. A ball lands outside the court or touches any object outside the court
9. A player reaches under the net and touches the ball or an opponent while the
   ball is being played by the opposing team.
10. The game is delayed persistently
11. The ball is served illegally or a service fault occurs
12. The ball touches or sails outside the antennae.
13. A player intentionally hits the ball while the ball is on the other side of the net.