

Volleyball Rules

Eligibility: All intramural events are open to ECU students, faculty, staff, and alumni. The intramural rule for alumni is the participant has to have graduated from ECU.

“Like Sport” Rule

ECU Volleyball players are excluded from participating in Intramural Volleyball if they have participated for the ECU Volleyball team at any time during this academic year.

Game Location: Games will take place at the McBride Basketball Gym, located at the Tommy Hewett Wellness Center at East Central University, 1100 E 14th St, Ada, OK 74820 UC 2nd floor

Equipment: The Intramural Department will provide the Volleyballs. If any Equipment is found to be “illegal” (determined by Intramural Staff) actions will be taken to correct the issue and possible disciplinary actions will be taken on the player and/or Captain.

Length: Games shall last no more than 30 minutes or 3 15 pt. matches, whichever comes first.

Accepted Behavior towards Referees: The referees are employees of the Intramural Sports Department which may include ECU students, any disrespect towards them will not be tolerated **and will result in an ejection from the game and the league and a fine will be enforced!** Any problem with the Referees can be discussed with the Intramural Coordinator on duty.

Start of Game: GAMES WILL BEGIN ON TIME!! Players should arrive 10 minutes early before their scheduled game. There is not any time added after game time before a forfeit is called. All players must bring either a school issued ECU ID card in order to sign in for EVERY game!!!! NO EXCEPTIONS!! NO ID CARD NO PLAY!!! **If a team does not have the correct number of players available and signed in by their scheduled game time then they will forfeit the match.** The Intramural Coordinator on duty will have the official time. Any questions should be brought up with the Coordinator on duty. A team must have at least 5 players on their original roster signed in to start the game. If a team fails to show up to a game then they will be fined. If that team fails to pay the fine before their next game then they are kicked out of that league. **The only way to avoid being fined or kicked out of the league for forfeiting a game is by contacting the Intramural Coordinator (margkir@ecok.edu or by cellphone) 24 hours in advance so that the Intramural Staff may get in contact with the opposing team to let that team’s captain know of the forfeit.**

Court Rotations: The serve will take place at the Top Right corner of the court. if the server gets a rally point there is no rotation of players. Rotation only occurs when the server loses a rally point and then successful wins a rally off the opponent serve. Players will than rotate clockwise around the court. if the roster has 8 players, the bottom right player will rotate off the court and the new player will rotate in to the serving position.

Behavior: Under the Influence of Alcohol or Illegal Drugs

Any participant who shows up to an intramural event under the influence of alcohol or illegal drugs will be asked to leave the intramural field. The participant who does get caught under the influence will also be placed on a probationary period for the remainder of that season in which they will be under close eye of the supervisor on duty. That participant could also be fined and may need to meet with the Dean of Students.

Leagues Are open only to ECU students, faculty, staff, and alumni

Coed League: This league is open to female and male students, faculty, alumni, and staff. There must be at least 1 of each gender on the team to be considered a legal roster.

Roster Size: A roster of 5-8 deep is allowed. No other exceptions!

Fighting: Anybody who fights will be kicked out of the game and will not be allowed to participate in intramurals for one full year and will be fined.

Foul Language: We will not tolerate foul language. Players must keep words to themselves. **Any foul language that is directed towards an official or an opposing team member or anyone in the stands can result in ejection from the game which is a \$20 fine and possible suspension. Severity of punishment is up to Intramural staff**

Liability Release: Each player listed on the roster is required to sign the liability release that is provided for them on player registration. This release is a form in which each participant signs stating that he/she is aware of the risks involved with playing softball. **Without this release players will not be allowed to participate in the activity.** If a player does participate in an activity without signing the liability release then that player's team forfeits the match and the captain is fined \$50 and further punishment will be discussed with Intramural Department.

6 on 6 Intramural Volleyball Rules

1. Up to eight (8) people and no less than five (5) may be placed on the eligibility roster and at most six (6) people may play on the court at any time for 6 on 6 volleyball (No less than 5).
2. There must be Five (5) players present before the game is started. The team must be ready to play by the scheduled starting time or the opponents (provided they have five players are present) will be awarded the win by forfeit. No additional time will be added after game time to wait for other team members. At least 5 players have to be **signed in** and ready to play by game time.
3. Teams will volley for serve.
4. The best two-out-of three games to fifteen (15) determines the winner.
5. A ball landing on the boundary line is **IN**.
6. Rally scoring will be used for all matches.
7. The ball must be served by the right back, behind the rear line and may be hit in any manner with the hand or arm.
8. While the ball is in play, it is a foul for a player to touch the net, go under the net and touch an opponent, or to step over the centerline.
9. Holding, carrying, double hitting, or throwing the ball while it is in play is a foul. The play must be a distinct hitting (bumping), setting, or spiking of the ball. Holding, carrying, double hitting, or throwing the ball with one or two hands will be determined by the referee and may be called a foul.

10. Players of the serving team must rotate clockwise when receiving the ball to serve. Substitutes are to enter the center back when their team begins service.
11. Only one serve is allowed per side and it must land within the opponent's court, if it lands outside of the court it's a point for the returning team and they get the ball. **If the ball touches the net on the serve it is a live ball and will remain in play.**
12. Teams will switch courts after each game.
13. Playing off the net is allowed. However, if the ball hits the ceiling it will be a foul. The ball touching the ceiling will be determined by the referee on duty, if necessary.
14. The ball may be played three (3) times by one team in a volley and a player may not play it twice in succession. If the ball hits a player twice in succession, it is a foul. A block is not considered a hit. If the ball touches a player or a player touches the ball, he/she is considered as having played the ball. If the ball hits two (2) players simultaneously after being spiked, it is considered as having been played only once.
15. Blocking the serve is **NOT** allowed.
16. Front-line players may spike from anywhere on the court, but back-line players must **JUMP** from behind the attack line to do so.