

University of San Diego Intramurals
6 x 6 Volleyball Rules
Men's, Women's & COREC

The official USD Intramural Rules for Men's and Women's Volleyball are patterned after interpretations used by the United States Volleyball Association (USVBA) national rules. Some modifications of these rules have been established to more efficiently program the sport of volleyball in our specific campus environment. The COREC modifications have been established to equalize competition for both male and female participants.

Sec-1 TEAM SIZE

A team consists of 6 players (3 women, 3 men). There shall be a roster limit of 12 eligible players. The minimum number of players that can start a game is four players (COREC- two female players and two male players). At no time can a team field fewer than four players, or more male players than females (2 women, 2 men or 3 women, 2 men). A team with four must have two back row players (only two hitters).

Sec-2 ELIGIBILITY

Only players listed on the official roster are eligible to participate on a volleyball team. All players must meet the eligibility requirements of the USD Intramural Sports Office, and each player must show a valid USD ID or Drivers License each game in order to be eligible to play. Additions and subtractions to the official team roster must be made prior to that team's final league game. No changes to rosters will be accepted after that time.

If one or both teams do not have 6 players present and ready at 5 minutes after game time, a non-roster player may participate upon approval from the opposing team captain, and may only play one game for any particular team. The referee must be notified concerning the participation of a non-roster player.

If at the start of a game, a captain suspects the opposing team of using an ineligible player, the captain may protest the game by identifying the suspected player to the referee. The referee shall write on the official score sheet the name of the player in question. If the game is lost by the team filing the protest, and the individual in question is indeed found ineligible, the game shall be forfeited. An individual may play on only one team.

Sec-3 EQUIPMENT

Officials will provide all necessary equipment for the match.

Sec-4 COURT DIMENSIONS

The top of the net shall be 7'-11" to the floor for men and COREC; 7'-4" for women. The area surrounding and enclosed by the side and end lines shall be considered "inbounds" and the area outside the side and end lines shall be declared "out-of-bounds."

Any ball contacting the ceiling or lights will remain in play if the ball remains on the side of the court in which the ball was hit. If ball hits the ceiling and goes into the opponent's court the play is dead and the receiving team gets the point.

When a foreign object (a ball other than the game ball) enters the court during play, the official may stop play and direct a play-over.

Sec-5 LENGTH OF MATCH

1. Game time is start time. If at the scheduled game time a team does not have the minimum of 4 players, they will be given 10 minutes to get the minimum number. If at anytime during the ten minute forfeit period the minimum number of players arrive, the game shall begin with the time lost from the game time. Also the offending team will receive the following penalties:
 - a. *Lose the right to protest the game*
 - b. *All choices go to the opposing team.*
 - c. *Start the game with an 8pt deficit.*
2. If a team doesn't get the minimum number of players during the 10 minute forfeit period they will be given a forfeit loss and must pay a re-entry fee of \$25.00 to be eligible for play-offs.

3. A match will consist of three games using rally scoring: the first two games to 25 points, the third game to 15 points. In rally scoring, points are scored on all served balls. All three games played will be used to compute league standings. Match wins will have no significance on league standings for play-off purposes. However, post-season play-off matches will be a best 2-of-3 games format.
 - a. In games to 25 points, the first team to reach 25 points with at least a two point advantage will be declared the winner. No game shall exceed 27 points. If the score is tied 26-26, the team winning the 27th point shall be the winner.
 - b. In games to 15 points, the first team to reach 15 points with a least a two point advantage will be declared the winner. No game shall exceed 17 points. If the score is tied 16-16, the team winning the 17th point shall be the winner.
4. After each game, teams will change sides of playing area.
5. No game may start after 50 minutes past the scheduled game time.

Sec-6 TIMEOUTS

1. A team is allowed one 45 second time-out each game without penalty.
2. While the ball is dead the playing captain may make a request for time out to the official, but requests for time-outs shall not be granted after the official has blown his whistle to indicate readiness for play.

Sec-7 THE COIN TOSS

The winner of the coin toss at the beginning of the game shall have the choice of serve or side in both the first and third game. The loser of the coin toss receives the same option at the start of the second game.

Sec-8 PLAYER POSITION (OVERLAPPING)

1. The position of players is judged according to the position of their feet (in relation to the player adjacent to them) at the time the ball is contacted for serve.
2. In the front row or back row, the center player may not be as near the right sideline as the right player nor as near the left sideline as the left player.
3. No back row player may be as near the net as the corresponding front row player.
4. COREC: Serving order and position on the floor must be an alternation of men and women.
5. All players, with the exception of the server, must be fully on the court at the time the ball is contacted for service.
6. After the ball is contacted for serve, players may move from their respective positions.
7. Violations of this rule will be considered overlapping and are enforced with a point or sideout.

Sec-9 LEGAL SERVE

1. A legal serve is the act of putting the ball in play by the player beyond the back line and not outside of the width of the court.
2. The server must contact the ball with one hand or any part of one arm in an effort to direct the ball into the opponent's court.
3. The server has five seconds from the time of the official's signal to toss or release the ball for service.
 - a. If a player serves before the referee's whistle, the service is taken over.

- b. The tossed ball for serve shall be cleanly hit for service. If the tossed ball is allowed to fall to the floor without being touched or caught, the service effort shall be cancelled and a re-serve will be directed by the official with a new 5 second count.
4. At the instant that the ball is hit for the service, the server must remain behind the end line and between the two lines marking the service area but may enter the court immediately after the ball is hit.
5. A serve that hits the net and drops toward the opponent's side of the court shall be considered "in play." The ball may be played by the receiving team, it may drop outside the court for a point by the receiving team, or it may drop inside the court for a point by the serving team.
6. Players of the serving team must not, through screening, prevent those players from receiving serve from watching the server or the ball's trajectory. Screening is illegal and is enforced by awarding a sideout.
7. Switching positions after the serve is permissible, but only after the ball is contacted on serve.

Sec-10 SERVE ROTATION

1. The team which receives the ball for service shall rotate one position clockwise (when facing the net) before serving.
2. When the serving team commits a foul, fault or violation, the ball shall be given to their opponents who shall rotate one position clockwise. A point will be awarded.
3. COREC: Serving order and position on the floor must be an alternation of men and women.

Sec-11 CONTACTING THE BALL

1. The ball may contact any part of the body provided the ball is not held.
2. The ball can contact any number of parts of the body, providing such contacts are simultaneous and the ball rebounds immediately and cleanly after such contact.
3. When the ball rests momentarily in the hands or arms of a player, it is held and a side-out is called.
4. A player who contacts the ball or is contacted by the ball is considered to have played the ball.
5. A player contacting the ball more than once without any other player touching it between these contacts has committed a double hit and a side-out will be awarded to the opponents.
6. Each team is allowed a maximum of three successive contacts of the ball before returning it to the opponent.
 - a. COREC: When the ball is played by more than one player on the team, a player of the opposite gender must make one of the contacts.
7. If two players of the same team contact the ball simultaneously it counts as one play and either one may play the next shot.
8. In a simultaneous contact of the ball by two opponents above the net, the team whose side the ball enters has the right to play the ball three times. If, after simultaneous contact, the ball lands in the playing area of either team, the team on whose side it lands will lose the point or side-out.

SEC-12 BALL HANDLING INTERPRETATIONS

1. Ball must be hit cleanly without scooping, lifting, pushing, or carrying.
2. In all levels of play, the serve receiving team may handle the first serve in almost any manner as long as the ball is not clearly "held".
3. Both hands must contact all overhead passes (sets) with two hands simultaneously in a clearly distinct manner.
4. Ball below the waist cannot be played with open hand

5. The legality of all ball-handling attempts will be at the discretion of the official. His or her interpretation shall be the interpretation that will be used for that match. Deep-dish, hesitation, angled-direction, and one-hand sets will always be critically analyzed by the game official.

Sec-13 PLAY AT THE NET - ATTACKING

1. An attack, hit, or spike is an intentional effort to direct the ball into the opponent's team area in other than a blocking action. A third hit by a team is considered to be an attack hit, regardless of intention.
 - a. Any time a player leaves his feet and attempts to put the ball over the net, it will be considered an attack.
 - b. A served ball is never considered to be an attack hit.
2. A player is not allowed to attack the ball on the opponent's side of the net.
3. It is illegal for a player to attack a served ball while the ball is completely above the height of the net.
4. Examples of legal attack hits are:
 - a. **Spike or Hit** - an overhead arm swing that forcibly drives the ball into the opponent's court
 - b. **Tip or Dink** - a fingertip attack that directs the ball into the opponent's court
 - c. **Dump** - a fingertip, overhead attack most commonly used by the setter on the second contact
 - d. **Overhead Pass** - a two-hand overhead contact that directs the ball over the net.
5. If the ball is hit above the attacker's side of the net and the resultant follow-through causes the attacker's hand and arm to cross the net without contacting an opponent or the net, such action will not be considered a fault.

SEC-14 BACK ROW PLAYERS.

1. There will be a 10-foot attack line.
2. Any time a player leaves his feet and attempts to put the ball over the net, it will be considered an attack.
3. Back row players may jump to attack the ball but must take off behind the 10-foot line
4. Back row players may not contact ball while forward of the 10-foot line, unless the ball is below the top height of the net when hit. This restriction would not apply to a back row player whose take-off to jump is clearly behind the 10-foot line. After contacting the ball, such a player may land on or in front of the 10-foot line.

Sec-15 PLAY AT THE NET - BLOCKING

1. Blocking is an action close to the net which intercepts the ball coming from the opponent's side by making contact with the ball before it crosses the net, as it crosses, or immediately after it has crossed the net.
2. An actual block is contact with the ball by one or more of the blockers. An attempt to block does not constitute a block.
3. Blocking may be legally accomplished only by players who are positioned in the front row at the time of service. At no time may any back row player block. Blocking can be performed by any or all players on the front line.
4. COREC: When there are two females and only one male on the front line, a back line player (usually a male) may come up to the front line to block. However, no back line player is allowed to spike the ball unless his/her takeoff is behind the ten-foot line.

5. Blockers may reach over the net to block, but may not contact the ball until after the completion of the opponents' action which sends the ball towards the blocker's side of the court.
6. Multiple contacts of the ball by a player or players participating in a block shall be legal provided it is during one attempt to intercept the ball. If the ball contacts more than one player during the block, this will still be counted as only one contact even if these contacts were not made simultaneously.
7. Any player participating in a block shall have the right to make the next contact, with such contact counting as the first of a team's 3 allowable contacts.
8. Following a successfully blocked ball which returns to the attacker's side, the team is allowed three more contacts to return the ball over to the opponents' area.
9. Blocking a served ball is illegal, and a point will be awarded to the serving team.
10. When there is simultaneous contact of the ball between opposing players, the official must not blow the whistle unless the ball is momentarily suspended between the hands of opposing players and clearly comes to rest. In such case, the point will be replayed

Sec-16 PLAY AT THE NET - CENTERLINE LIMITATIONS/VIOLATIONS

If a player contacts the net during play with any part of the body or uniform, other than hair, it is a violation. If the ball is driven into the net with such force that it causes the net to contact a player, such contact is not a violation.

Contacting the opponent's team court with any part of the body except the feet is a violation.

Touching the opponent's team court with a foot or feet is not a violation providing that some part of the encroaching foot or feet remain on or above the center line.

It is not a fault to enter the opponent's team area after the ball has been declared dead.

It is not a fault to cross the extension of the centerline outside the court. A player on the attacking team may play a ball that has not fully passed beyond the plane of the net. Opponents may not interfere with a player making a play on such a ball.

If a player accidentally (not intentionally) contacts any part of the net supports (a post, a cable, the referee's stand, etc.), such contact shall not be counted as a fault provided that it has no effect on the sequence of play. If the net support equipment is grasped or used as a means of support to avoid a violation, such action would constitute a fault.

Sec-17 DOUBLE FOUL

When players on opposing teams commit fouls simultaneously, the official shall direct a play-over. Points are not scored on a double foul

Sec-18 DEAD BALL

A ball in play becomes dead when:

1. the ball touches the antenna
2. any part the net, cables or post outside the antenna
3. the ball does not pass over the net between the antennas or the "imaginary" extension of the sideline above the net
4. the ball strikes the floor, a wall, or any other obstruction outside the playing area
5. a player commits a fault
6. the official blows a whistle.

Sec-19 UNSPORTSMANLIKE CONDUCT

Good sportsmanship is essential to the running of a quality intramural program. Actions that are potentially dangerous to the participants of the game and/or conduct that is detrimental to the purpose of intramural sports will not be tolerated. From the moment when the team captains are called together for the coin toss until the conclusion of the match, the official shall have the power to warn, to declare a point, or to disqualify for the game, any player who commits in the official's opinion a gross violation of sportsmanship. Derogatory remarks or actions to either officials or other players will not be tolerated under the rules of the sport.

To meet this need, poor sportsmanship will be severely punished. Excessive roughness, excessive taunting, fighting, and verbal abuse are considered unsportsmanlike penalties and may result in your dismissal from the game. Two unsportsmanlike conduct penalties assessed to an individual will automatically eject him from the contest. Any player ejected from the event will be asked to immediately leave the site. If the player(s) do not cooperate fully their team(s) may be forfeited. Any player who is ejected from a game will have an automatic suspension from his team's next game as well. If the ejection was for flagrant misconduct or fighting, then the ejected player must meet with the IM Director before he will be allowed to participate in another game. It is the responsibility of the player to set up this meeting. Any player who throws a punch at, pushes, or verbally insults an official will be banned from further intramural competition and participation from Campus Recreation programming and facilities for life.

Sec-20 SUPERVISOR AUTHORITY

At any time, the IM Supervisor, or representing staff member may intercede to: clarify a ruling, confirm a score, remove a player for unsportsmanlike conduct, or any other reason necessary in his/her judgement. Any rules not covered above shall be governed by the current USVBA rules and officials manual and/or the current USD Intramural Manual.