



NU Intramural Sports

6 vs 6 Volleyball Rules

GENERAL RULES:

1. **All players must present their valid Northeastern University Photo ID to play.** No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.
2. **Jewelry is not allowed to be worn by any participant during an Intramural event.** Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.
3. **GAME TIME IS FORFEIT TIME!** The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team's IDs and registering their uniform numbers with the IM staff.
4. **3 Unsportsmanlike Penalties** will result in a team disqualification regardless of the score. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.
5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.
6. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.

THE GAME AND FIELD:

1. All games will be played at the Marino Center. Players must wear athletic clothing and appropriate footwear.
2. **Game Length:** Rally scoring will be used. A team which has scored twenty-five (25) points and is at least (2) two points ahead shall be declared the winner of the game. If the team does not have a two (2) point advantage, play will continue until one team has a two (2) point advantage. The first team to win two (2) out of three (3) games wins the match. Games may be shortened due to time constraints.
 - If a tie-break is necessary, teams will change sides after 8 points (in a 15 point game) or 13 points (in a 25 point game)
3. Each team will receive one time-out per game
4. All play will be governed by United States Volleyball Association rules with the following exception below:
 - A team shall consist of six (6) players with a minimum of four (4) to start the game.
 - All players except the server shall be in the team's playing area and in correct serving order with no overlapping of adjacent players at the time the ball is served. Players on the serving team may not intentionally screen or obstruct their opponent's view of the server.

- A team must rotate on its first side out before serving.
- Substitutes can enter the game any time between the referee's whistle ending a point and the ready-for-play whistle. Substitute players can either enter and exit for the same player or teams may rotate substitute players in. If rotating substitute players in, the entering player must rotate through every position including serving before being subbed back out, except in the case of injury, ejection, or withdrawal of the game by the player.
- Any player caught wearing jewelry after the game has started will result in a side out (if necessary) and a point for the opposing team.

5. **Coed Rules:** A team must have one female on the court at all times.

6. General Play:

- A player may not play the ball twice in succession.
- A team may not play the ball more than three times before the ball crosses the net line and into the opponent's playing area.
- Simultaneous contact by the same player with one or more parts of the body in one continuous motion is permitted and considered one play.
- Successive contacts by one player shall not be permitted except on a ball which rebounds from one part of a player's body to another on one attempt to play a hard driven spike.
- A player may not block or spike a serve.
- If on a serve, the ball hits the net and carries over onto the opponent's side, the ball will remain live and in play.
- A player has 8 seconds to serve the ball after referee whistles for service.
- Any ball touching the ceiling on the opponent's side of the court as well as any other obstacles outside or above the court will be ruled out-of-play.

7. Net Play:

- For men's and coed leagues the net height will be at men's height which is 7' 11 5/8". For women's leagues the net height will be at 7' 4 1/8".
- Contact with the net or any part of it while the ball is in play is prohibited unless the force of the ball pushes the net into the player.
- Reaching over the net without the player "breaking" his/her wrist is permitted during:
 - o A follow through of a hit made on the player's own side.
 - o Blocking a return, except on a serve or a set traveling parallel to or away from the net, after the opponent has hit the ball to return it.
 - o A foot fault at the centerline occurs when a player steps beyond the line into the net and shall not be permitted.
 - o Recovering a ball hit into the net shall be permitted.

8. Front Row Attack:

- Only players in the front row at the start of the point may attack from the front row. Players in the back row must jump before coming in contact with the 10 foot line for a legal attack.

9. Non-Scoring Plays:

- A replay shall be declared when:
 - o An official's mistaken whistle interrupts play.
 - o A foreign object enters the playing area.
 - o The referee determines that a player has been injured.

10. Arguing Calls:

- Referees calls are judgment calls and as such, they cannot be argued. Players arguing calls will be given one (1) warning before being ejected from the game.