



# UNIVERSITY OF WYOMING

Intramural Sports

## **6v6 VOLLEYBALL RULES**

(Updated: 8/17/2018)

General Rules Adapted for Intramural Play; in other cases, the rules of the National Federation of State High School Athletic Association will be in effect.

### **1) THE COURT**

The court will be 60 feet long and 30 feet wide, divided into two equal halves by a net with an approximate height of 7' 4 1/4" for women and 7' 11 5/8" for men.

### **2) PLAYER EQUIPMENT & UNIFORM**

- a.) **NO JEWELRY WILL BE PERMITTED** in Intramural Volleyball. Jewelry includes, but is not limited to, earrings, exposed wedding rings or bands, other rings, necklaces, bracelets, rubber bands, and metal barrettes. The only exception to this rule is a medic alert bracelet or necklace. In that case it must be taped down. If you refuse to remove your jewelry you will not be allowed to participate. **TAPING OF JEWELRY TO THE BODY WILL NOT BE PERMITTED. ALL JEWELRY MUST BE REMOVED PRIOR TO THE INTRAMURAL EVENT.**
- b.) A guard, cast or brace made of hard or unyielding materials is not permitted.
- c.) Hair devices may be worn if made of soft material.
- d.) Street shoes or hats are not allowed on the court.

*Any player wearing illegal equipment or uniform shall not be permitted to play until the equipment or uniform problem is corrected.*

### **3) COURT OBSTRUCTIONS**

A ball striking the ceiling or an overhead obstruction shall remain in play provided the ball contacts the ceiling on the side of the net extended that is occupied by the team that last played the ball, and the ball is legally played next by the same team.

### **4) COURT BOUNDARIES**

A ball will be out-of-bounds when it:

- a.) Touches a wall.
- b.) Touches the floor completely outside the court's boundary lines.
- c.) Touches the net cables or net completely outside the vertical tape markers, net supports, or referee's platform.
- d.) Touches the net antennas or does not pass over the net entirely between the net antennas.
- e.) Touches a non-player who is not interfering with a player's legitimate effort to play the ball.
- f.) Touches the ceiling beyond the vertical plane of the net and the out-of-bounds extension.
- g.) Touches or breaks the plane of a non-playable area such as adjacent courts scheduled for play, bleachers, the track, or curtain divider.
- h.) Touches any part on the backboard including the rim.

### **5) TEAM COMPOSITION & POSITION**

- a.) A team shall have 6 players. A game may begin with a minimum of 4 players. A team consisting of fewer than 6 players shall designate the server as a back row player.



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- b.) A libero may be used in "Competitive" League provided they are designated before the set.
- c.) All players, except the server, shall be within the team's playing area and may have any part of the body on the boundary lines, but no part of the body touching the floor outside those lines at the time of the serve.
- d.) Players shall be in correct serving order with no overlapping of adjacent player's front-to-back or side-to-side at the instant the ball is contacted for the serve.
- e.) Players may be moving prior to the serve, but no part of one player's body touching the floor may overlap another player. After the ball is contacted for the serve, players may move from their respective positions.
- f.) When the service is awarded to a team, that team shall rotate clockwise one position. This will be enforced for the first side-out awarded in each game.
- g.) Players on the serving team shall not wave their hands, jump, form groups, or perform other actions that intentionally screen or obstruct the opponents' view of the server.

### 6) PRE-GAME CONFERENCE

Prior to the start of a game, the officials shall toss a coin (or some other random method) to determine either choice of court or the serve. The team that does not receive first service in the first game shall serve first in the next game. In the event of a third game, the officials will again have a coin toss (or some other random method) to determine the choice of serve or court.

### 7) THE SERVE

- a.) The server shall serve from within the serving area and shall not touch the end line or the floor on the court at the instant the ball is contacted for the serve. The server's body may be in the air over or beyond the serving area boundary lines, having left the floor from within the serving area.
- b.) Each member of a team shall serve in turn. The server shall continue to serve until a side-out is declared. Serving out of order causes a side-out and loss of points during serve.
- c.) At the time of the service, the receiving team may not be overlapping.
- d.) **PLAYERS MAY NOT BLOCK OR SPIKE A SERVE.**
- e.) When a server releases the ball for service, then catches it or drops it to the floor, the referee shall direct a second and last attempt to serve.
- f.) The server has 5 seconds after the referee's signal to serve.
- g.) A served ball is a service fault when:
  - 1.) The ball does not legally cross the net (a serve that touches the net and continues over it shall be considered a legal serve)
  - 2.) The ball crosses the net not entirely between the net antennas or lands out-of-bounds.
  - 3.) The ball touches the ceiling.

### 8) BACKROW PLAYERS

- A. Backrow players, while positioned behind the attack line (also known as the 10' line), may contact the ball from any position inside or outside the court above or below the top of the net.
- B. Backrow players are permitted to spike a ball, as long as their approach begins and ends completely behind the attack line.
  - a. If a backrow player jumps on or in front of the attack line while making a play on the ball, the play shall be stopped and the point and serve will be awarded to the opposing team.
- C. A back row player may not participate in a block or an attempt to block, or return a ball which any part is higher than the top of the net while positioned in front of the attack line.



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### 9) CONTACTING THE BALL

- a.) A team shall not have more than 3 hits before the ball crosses the net into the opponent's playing area. In the event that the first contact is simultaneous contact by players in an action to block, the next contact is considered the team's first.
- b.) Legal contact is a touch of the ball by a player's body that does not allow the ball to visibly come to rest or involve prolonged contact with a player's body. A player may contact the ball with their foot, but the foot must be planted on the ground at time of contact. This would count as a touch.
- c.) Simultaneous contact is more than one contact of the ball made at the same instant:
  - 1.) When one player contacts the ball with two or more parts of the body at the same instant, it is permitted and considered one hit.
  - 2.) When teammates contact the ball at the same instant, it is permitted and considered one hit. Any player may make the next hit.
  - 3.) When opposing players contact the ball at the same instant, the player on the opposite side of the net from which the ball falls shall be considered to be the player to have touched the ball last. The other player may participate in the next play and the simultaneous contact shall not count as a hit.
- d.) Successive contacts of the ball are not permitted unless:
  - 1.) There is simultaneous contact by teammates.
  - 2.) There is simultaneous contact by opposing players.
  - 3.) There is successive contacts by a player whose first contact is a block; then the second contact is considered to be the first hit by the player's team.
- e.) Players are permitted to have double contact on the ball when they are serve receiving or digging.

### 10) NET PLAY

- a.) Reaching over the net is permitted during the follow through of a hit.
- b.) Contacting a ball, which is entirely on the opponent's side of the net, is permitted when the opposing team has had an opportunity to complete its attack. The attack is considered complete when the:
  - 1.) Attacking team has completed its three allowable hits.
    - ii. Attacking team has had the opportunity to spike the ball or direct it toward the opponent's court.
  - 2.) Ball is falling near the net and, in the official's judgment, no member of the attacking team could make a play on the ball.
- c.) The centerline, its out-of-bounds extension, and the floor on the opponent's side of the net may be touched by a player's foot or hand as long as some part of the player's foot or hand remains in contact with the line or directly above it.
- d.) Recovering a ball hit into the net shall be permitted.
- e.) A ball is considered to have crossed the net when it has passed completely beyond the vertical plane of the net.
- f.) A ball contacting and crossing the net, shall remain in play provided contact is within or above the vertical tape markers and entirely within the net antennas.
- g.) The ball may be played when any part of it has broken the vertical plane on top of the net. It is not essential for the entire ball to be on a player's side of the net before it is played.
- h.) Defensive players may not reach over and block the ball when an offensive player is setting the ball, or when the opposing team is making a play on the ball.

### 11) NET FOULS

- a.) During a live ball, a net foul occurs when:
  - 1.) Any part of the net is touched.



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- 2.) A player contacts the referee's platform.
  - 3.) A player illegally reaches over the net.
  - 4.) There is interference by a player who makes contact with an opponent which interferes with that opponent's legitimate effort to play the ball.
- b.) Contacting the net or any part of it, including the net antennas, while the ball is in play, is prohibited unless the force of the ball by an opponent pushes the net or its supports into a player.

### 12) TIME-OUTS

Each team is limited to one time-out per game. Each time-out is 60 seconds in length. Requests for timeouts shall be signaled **ONLY** by the captain during dead balls, but not after the referee has signaled for the next serve.

### 13) SCORING

The team winning two out of three games wins the match. The first two games will be rally point scoring to 25. In case of a third game, it will be rally scoring to 15. Teams must win by a 2 point margin.

### 14) SUBSTITUTION

- a.) "Competitive" League:
- 1.) A substitution is the replacement of at least one player in the game by a teammate who is listed on the roster.
  - 2.) To request a substitution, the substitute must move to the sideline between the attack line and the center line of that team's playing area, near the scorekeeper.
  - 3.) The position of the substitute shall be that of the player replaced without changing the serving order as recorded on the scoresheet.
  - 4.) A re-entering player shall not return to the game during the same dead ball in which the player was replaced.
  - 5.) Libero replacement:
    - i. The libero is allowed to replace any player in a back-row position and may only be replaced by the player whom he/she replaced.
    - ii. A libero replacement may only take place at the start of each set, after the end of a rally, while the ball is out of play and prior to the whistle and signal for serve, after a time-out.
    - iii. While the player that the Libero replaces is serving, the Libero is required to be off the court until said player loses his/her serve. Once the player loses the serve, the Libero is permitted to replace him or her in the right back position.
- b.) "Recreational" League: The substitute always enters the game in the serving position. Substitutions are unlimited.

*Penalty for illegal substitution: Any points known to have been scored by the offending team during a term of service in which an illegal substitute is discovered in the game shall be canceled*

### 15) CO-REC PLAY

- a.) A team shall consist of 3 men and 3 women. A team must have at least four players to start, the differential between sexes may not differ more than 1 (either 2 and 2, 3 and 2, or 3 and 3), otherwise the game is a forfeit.
- b.) Substitutions must be of the same sex.
- c.) Male and female players must alternate in serving order.