

Western Kentucky University Intramural - Recreational Sports Volleyball League (Updated 12/19/19)

1. League

- Volleyball will be considered a Mini-League sport for the purposes of the All University Points Cup.
- See www.wku.edu/intramurals for eligibility and protest rules.
- Each team must have a designated captain who will serve as the spokesperson for his or her team and will be responsible for conduct of players and fans.
- Any team with less than a 3.0 sportsmanship rating average WILL NOT be eligible for the playoffs, regardless of pool play record or point differential.

2. Court and Equipment

- All games will be held at the Hattie L. Preston Intramural Sports Complex All boundary lines will be considered 'in bounds'. If any part of the ball lands on a line, that ball will be considered 'in'.

3. Player Uniforms

- Players may not wear jewelry of any kind.
- All players must be in appropriate athletic wear: No jeans, boots, or non-athletic shoes.
- All scrimmage vests MUST be worn with a shirt underneath.
- Shoes must be worn
- The hole in cutoff shirts should be no more than 4 inches below the armpit.

4. Roster Limits & Players

- A team may not play with more than four (4) players on the court at one time.
- Teams may start with two (2) players at game time.
- Teams will be limited to sixteen (16). Maximum of 4 players (2 males and 2 females). Minimum of 2 players (1 male and 1 female)
- The use of 3 players is allowed (2 males and 1 female or 1 male and 2 females).
- The serving/floor rotation must be male, female, male, or female, male, female.

5. Substitutions

- All substitutions will be made by rotating in before the serve.
- Subs can only replace the same player throughout the game, once the game is over they can then sub for another player in later games.
- Subs can sub in for any position as long as the serving order is not broken and the M/F formation is not broken

6. Forfeits and Defaults

- Forfeit
 - Teams are allowed a ten (10) minute grace period from the beginning of the game before they will be forced to forfeit. During this time the clock will run and for each minute that passes, a point will be awarded to the team that is ready to play.
 - If a team is ready to play before the ten minute time limit has expired, the current score will be the official score and both teams will begin the game with the time that is left.
 - If neither team is able to play before the ten minute grace period is over then both teams receive a forfeit.
 - Teams that forfeit will incur a fee of \$5. Teams with outstanding balances will not be allowed to compete until this fee has been paid to the intramural department.
- Defaults
 - Teams may default in order to avoid a forfeit fee. It will result in a loss and “B” for sportsmanship. Default cards may be filled out at the Intramural Offices located on the second floor of the Preston Center, and must be handed in by 3:00 PM of the game day.

7. Scoring and Timing

- Matches will consist of the best two (2) out of three (3) games.
- All matches will have a time limit of 40 minutes.
- The first two games will be played to 25 points. Games must be won by 2 points and has a 27-point cap.
- The third game will be played to 15 points. Games must be won by 2 and has a 17-point cap.
- All scoring is rally scoring.

8. Game Rules

- Serving Regulations
 - Server must be completely behind service/back line.
 - Server can serve from anywhere behind the service line between the side lines extended.
 - A serve can be either underhand or overhand.
- Illegal Attacks
 - The team receiving the serve may not spike or block the serve.

- Net Violations
 - Any contact with the net during play.
 - If a player's entire foot lands across the net-line (The line beneath the net).
 - Double net violation will result in replaying the point.

- Illegal Hits
 - Hitting or lifting: Any hit that rest on any part of a player's body is illegal.
 - Holding: All sets must be a continuous motion at initial contact. Any contact by a body part below the waist.
 - Double hits: the same player making contact more than once consecutively with the ball.
 - 4 hits: teams may not hit the ball more than 3 times.

9. Ejections

- A player, coach, substitute, or fan/observer that is ejected from the game must leave the Intramural Sports Complex within 3 minutes of the ejection or face further sanctions.
- ANY EJECTED PLAYER MUST MAKE ARRANGEMENTS TO MEET WITH THE INTRAMURAL DIRECTOR BEFORE HIS OR HER SUSPENSION CAN TAKE EFFECT. PLAYERS WHO HAVE YET TO MEET WITH THE INTRAMURAL DIRECTOR ARE NOT ELIGIBLE TO PARTICIPATE IN ANY INTRAMURAL EVENTS.