

Texas Southern University INTRAMURAL SPORTS

6 on 6 Volleyball Rules

All rules are taken directly from the National Federal of High School Volleyball Rules Manual, modified for the TSU Intramural Sports and Rec. Services program. All situations not specifically covered in this manual shall be referred to the NFHS Rules Book.

*****All intramural participants are responsible for reading the TSU IM Sports Handbook. It is the responsibility of the team captain to make sure each member of his or her team understand the rules and regulations outlined in the handbook.**

Tournament Rules/Eligibility

- All players must present their TSU ID card at every game no exceptions!! Any player that does not present their ID upon request will not be allowed to play.
- Rosters: A maximum of eight (10) players are allowed on each roster.
- Memberships: Individuals with valid, current Recreation Center memberships are allowed to participate.

Timing Procedures/Scoring

- **Match time is forfeit time.** A team needs at least four (4) eligible players to begin the match. If a team fails to have the minimum amount of eligible players at match time, the team will forfeit the game. Any team that forfeits two (2) matches will not be eligible to participate in the playoffs.
- All matches will be best 2 of 3 games.
- All games will use the rally scoring system with a point awarded on each service regardless of which team served. The game will be won when one team has scored 30 points and has at least a 2-point advantage over the opponent. If a match goes to a 3rd game, the first team to fifteen (15) will be the winner.
- Two 30-second time-outs will be allowed per team per game. The time-outs may be used consecutively, if needed.
- Substitutions may only take place during a dead ball. A substitute must be from the serving team and shall enter into the rotation in the serving position only (exception: injury). A substitute must enter the game before the serve. Once a substitute has entered the game, he/she must play through the entire rotation and back to the service position before being removed from the game. There is no limit to the number of individual entries or team substitutions in any one game.

Serve/Rotation Order

- A served ball is dead if it is hit illegally or before the referee has signaled to begin service. The ball must be hit with one hand. An illegally hit serve results in loss of service.
- A served ball is dead and a point is awarded if the ball crosses the net entirely outside the antenna, touches the antenna, touches the ceiling or any obstruction, lands on the floor on the server's side of the net, passes under the net, or lands outside of the opponent's court. A serve that touches the net and continues over to the opponent's side of the court is a legal serve and the ball is in play.
- All service rotations are clockwise.
- All players except the server must be within the court as the ball is served. After the ball is hit for the serve, players may move from their respective positions.
- A player may not attack or block a serve. The action is illegal as soon as contact is made regardless of the player's position on the court or whether the ball is returned to the opponents.

Blocking

- A player may not reach over the net to attack the ball. A player may reach over the net during the follow through after a spike, or during a block on a team's attack or third team hit.
- If two teammates contact the ball simultaneously, this is considered one contact, and either of the players may make the next play on the ball. (This does not include action on block attempts.)
- If two opposing players contact the ball simultaneously above the net, either may play the ball on the next hit for the first of their team's three hits. If the ball visibly comes to rest during simultaneous contacts by opposing players, the referee will direct a replay.
- The net may not be touched by a player while the ball is alive. If the ball is driven into the net with such force as to cause the net to contact an opponent, such contact shall not be considered a fault. Inadvertent contact of the net by the hair may be overlooked by the official.
- Any ball that has been caused by your team to strike the ceiling or ceiling fixtures on your half of the court may be played again by your team provided that the third hit has not already occurred. The hit on the ceiling does not count as one of your team's three allowed contacts.
- A ball may not be held, lifted, pushed, thrown, or carried at any time. Using an open hand to contact the ball in an underhand motion or to direct the ball forward from behind the head with an open hand usually constitutes a lift or carry.
- A double foul occurs when players on opposing teams commit rule infractions at the same instant. The ball will be re-served by the serving team.

Co-Rec Team Rules

- All co-rec teams must have three men and three women on the court at all times.
- Men and women must alternate positions on all serves. On the serve, any legal technique may be used.
- Each team may have three (3) hits on its side of the net. If the ball is returned on one hit, either a man or a woman may hit the ball. If, however, two (2) or three (3) hits are required, a member of each sex must hit the ball. The ball must always be returned over the net on or by the third hit.