

Department of Recreational Sports | Intramural Sports 2024-25

6v6 Volleyball Information Sheet

Rules of the Game

1. Players & Substitutes
 - a. A team consists of 6 players on the court.
 - b. There must be at least 4 players to start a game.
 - i. If ejections or injuries cause one team to drop below 4 players, the game may continue as long as it remains competitive.
 - ii. If only 4 players are available, back row restrictions only apply to the player in the serving position. If a team is playing with 5 players then there must be 3 players in the front court.
 - c. All jewelry must be completely covered and secured. Safety is still our top priority. Any jewelry that remains a risk to any participant (even if covered) will not be permitted.
 - d. For CoRec games, the following gender restrictions apply:
 - i. 6 players → gender max 3
 - ii. 5 players → gender max 3
 - iii. 4 players → gender max 3
 - e. Only two Sport Club or Registered Student Organization team members may be on a team roster in their sport or allied sport.
 - f. Substitutions may only be made in the server position and the substitute must play a full rotation which includes a serve.
2. The Game
 - a. Play may be stopped at the discretion of the intramural staff at any time.
 - b. All matches consist of the best 2 out of 3 games using rally scoring.
 - c. The first and second sets are played to 25 points (win by 2), capped at 27
 - d. The third set is played to 15 points (win by 2), capped at 17
 - e. A coin toss determines which team serves first in the first game of the match. The winner of the coin toss chooses to serve first or side of the court. A new coin toss is performed before the third team, if necessary.
 - f. After each game of the match, the teams will switch sides of the court.
 - g. Each team is allowed one timeout per game. All timeouts will be 30 seconds in length.
3. Grace Period
 - a. If a team does not have the required minimum number of players checked in at the scheduled game time, a 10-minute grace period is given.
 - i. If a team (or teams) doesn't have the required number of players by the end of the 10-minute grace period, the game is recorded as a forfeit.
 - ii. If one team is present at the start of the grace period (scheduled game time), that team has the option to start the first set up by half the points needed to win that set. Therefore, if one team is present at the beginning of the scheduled game time, they have the option to start the first set at 13-0 when their opposing team arrives during the grace period. However, the present team may also elect to decline the penalty and start the game with a score of 0-0.
4. The Playing Area
 - a. The walls, baskets, backboards, and supports are out of play. Ceilings are in play if the ball stays on the side of the team that played the ball, provided it was not that team's third hit.
 - b. A player cannot enter an adjacent court scheduled for a match in order to play the ball.
5. Playing the Ball
 - a. Up to 3 successive hits are allowed for each team to play the ball over the net and into the opponent's court. The ball must clear the net on the third contact or that team loses the point and the serve.
 - b. Any player that makes contact with the ball shall be considered as having played the ball.
 - c. The ball may be hit with any part of the body, with the restriction that contacting the ball with a foot/leg that is off the ground is illegal.
 - i. Players are also allowed to slide their foot under a ball to prevent it from hitting the floor.
 - d. Players may have successive contacts of the ball during the block or on any first contact off of a serve.

- e. The ball must be hit in such a manner that it rebounds cleanly after contact with a player.
 - f. A ball cleanly hit with one or both hands from a position below the ball is considered a good play.
 - g. A ball in the vertical plane above the net may be played by either team.
 - h. A back row player returning the ball to the opponent's side must be behind the attack line when they leave the ground to contact the ball in the air.
6. Carries
- a. When the ball visibility comes to rest (even if momentarily) in the hands or arms of a player, it is considered as having been held; scooping, lifting, pushing, or allowing the ball to roll on the body shall be considered to be a form of holding.
7. Blocking
- a. Only players who are in the front row at the time of service can block a ball. Back row players may not block or participate in a block, but may play the ball in any other position near or away from the block.
 - b. Any player participating in a block shall have the right to make the next contact. The subsequent contact following a block counts as the first of three hits allowed per team.
 - c. Blocking or attacking a served ball is illegal.
 - d. Blocking of the ball across the net above the opponent's court is legal under the following conditions:
 - i. The block occurs after a player of the attacking team has spiked the ball or after the attacking team has completed their allowable three hits.
 - ii. The ball is falling near the net and no member of the attacking team can reasonably make a play on the ball.
 - iii. The opponents have hit the ball so that, in the official's judgment, the ball would clearly cross the net if not touched by any player, and no member of the attacking team is in a position to make a legal play on the ball.
8. Playing Faults
- a. If either team, or a player from either team, commits a fault the opposing team will be awarded a point.
 - b. If faults by opponents occur at approximately the same time, teams should determine which fault occurred first and shall penalize only the fault. If both faults are judged to occur simultaneously, a double fault shall be declared.
 - i. A double fault occurs when players of opposing teams simultaneously commit faults. In such cases, the teams will direct a replay.
9. Net Faults
- a. If a player's action causes that player to contact the net during play - accidentally or not - with any part of the body or uniform, that player's team shall be charged with a fault (exception: hair).
 - b. A player may touch the ground across the center line with one or both feet/hands provided a part of the foot/feet or hand(s) remains on or above the center line. Contacts the floor across the center line with any other part of the body is illegal.
 - c. Players gaining an advantage (in the judgment of the two teams) from contact with the net supports shall be charged with a fault.
10. Service
- a. The server has 5 seconds to contact the ball for service.
 - i. If, after releasing or throwing the ball for service, the server allows the ball to fall to the ground without being hit or contacted, the service effort will be canceled and a reserve performed. The server is permitted a re-serve without penalty once during each term of service.
 - b. "Let Serves" are legal: the service is considered good if the ball passes over the net between the antennae or their indefinite extensions with or without touching the net.
 - c. The team serving first in the preceding game of the match shall receive the serve first in the next game of the match, except in the third game of the match.
 - d. The team that receives the ball for the first service of each game shall rotate one position clockwise before serving.
 - e. The player(s) of the serving team must not, through screening, prevent the receiving player from watching the server or the trajectory of the ball. Screening is illegal and a fault.
 - f. At the time the ball is contacted for the serve, the placement of players on the court must conform to the service order (the server is exempt from this requirement).