GENERAL RULES & GUIDELINES FOR IM 4v4 VOLLEYBALL

- All players must present their own UGA 81# ID Card at every game. Any player not providing his/her own valid UGA 81# ID card will not be permitted to participate.
  - Any player caught violating this rule or any other rules/policies will face the sanctions listed on Page 5 of this rule packet.

- A team’s roster may only have 8 players on it for the entire season. Once a player joins a team’s roster on IMLeagues and participates in a regular season game, they are considered to be a part of that team, and cannot switch teams or be removed from the roster.
  - All players must login to IMLeagues and sign up on a team prior to being eligible to participate.
  - Players must play in one regular season game to be eligible for the postseason.
  - Roster additions may only be made by a player participating in an Intramural game.
  - All Intramural Participants must meet all eligibility guidelines which can be found in the Intramural Sports Participant Guide at http://www.recsports.uga.edu/im

- Players may only participate on one same sex team (which include: Fraternity, Men’s Recreational, Men’s Competitive, Women’s Independent, and Sorority), and one Co-Rec team.
  - Any player found violating this policy will face a minimum penalty of being ineligible for participation in the league in which the violation took place.

- Club Players (See Rule L)
  - Only ONE Volleyball club player will be permitted per team.

- Teams must be at their assigned fields, signed in, and ready to play (including legal uniforms), no more than 5-minutes after the scheduled game time, or the game will be declared a forfeit or default.
  - If a game is scheduled for 6:30pm, once the Intramural Staff’s official clock reads 6:35pm, that game will be declared a default/forfeit.
    - Intramural Staff will not officiate or score keep for unofficial games.
  - 1-MINUTE LATE = 2-0; 2 MINUTES LATE = 4-0; 3 MINUTES LATE = 6-0; 4 MINUTES LATE = 8-0 (END OF GAME AFTER 5 MINUTES, SCORE 8-0)
  - Teams must have 3-players to avoid a default
  - If a team begins a game short-handed, it may add late arriving players during any dead ball.

- All games will be played using rally scoring. Each match will be the best two out of three games.
  - Games one and two will go to 21 points, capping at 23 points. Teams must win by two up to 23 points.
  - The third game will be played to fifteen points, capping at 17 points, with teams needing to win by two points, up to 17 points.
    - During the third game, teams will switch sides once one team achieves 8-points. The team that received to begin the third game will then become the serving team when sides are switched.
These rules are a supplement to the National Federation of High School Rules.

All players must show their UGA ID Card before every game in order to participate. NO EXCEPTIONS!

A. COURT/EQUIPMENT DIMENSIONS
   a. The court is 30 feet x 60 feet.
   b. The Women's net height is 7' 4".
   c. Men's & Co-Rec net height is 8'.

B. MATCH
   a. It is suggested that teams arrive 15-minutes prior to the scheduled game time to allow time for sign-in, ID check, and warm-up.
   b. The match shall be played between two teams of four players each.
   c. A minimum of three players are required to avoid a default or forfeit.
      i. If a match is played with three players, the server must adhere to the back row player rules.
      ii. If a match is played with three players and one player is ejected from the match for any reason, the match will be recorded as a forfeit.
   d. If a team does not have three players at its assigned court, signed in, and ready to play at its scheduled game time, the clock will start, and the following penalties will occur:
      i. 1-MINUTE LATE = 2-0; 2 MINUTES LATE = 4-0; 3 MINUTES LATE = 6-0; 4 MINUTES LATE = 8-0 (END OF GAME AFTER 5 MINUTES, SCORE 8-0)
      ii. If a match is scheduled for 5:30pm, once the Intramural Staff's official clock reads 5:35pm, that game will be declared a default/forfeit.
   e. A pre-designated captain will be the only player to confer with the officials
   f. Matches will be played best two-out-of-three games to determine a winner.
   g. A coin toss will determine court or service.

C. SCORING
   a. There will be a time limit of 30-minutes per match. A 5-minute warm-up period will be allowed prior to the scheduled start time of each match.
      i. There will be no time limit for the Semifinal and Final matches during tournament play.
   b. Rally point scoring will be used for all games. This means every time there is a serve, there will be a point to win for either team.
   c. Games will be played to 21 points, with a 23-point cap. A team must win by 2 points unless time expires. The third game will be played to 15 points, with a 17-point cap.

D. SERVING
   a. To serve the ball, the server must stand behind the end line and between the sidelines. The server has five-seconds to serve the ball after the referee has blown the whistle.
   b. Members of each team serve in turn with one server continuing his/her serve until a point is won by the opposing team.
   c. Let services are legal.
   d. Setting the serve is legal.
   e. Attacking the serve is not allowed, and will result in a point for the service team.

E. PLAY
   a. No more than three hits are allowed to get the ball over the net. Four plays constitutes a violation (except in the case of blocking – see rule F.d.).
   b. A player may use any part of his/her body from the waist up to play the ball.
c. Back row players may only attack (spike) from behind the 10-foot attack line, however, they may attack on or in front of the 10-foot line if their feet remain in contact with the floor. Back row players may not black or fake a block.

d. If the ball touches the boundary line, it is considered good.

e. A player may not enter an adjoining court at anytime. A point or side-out will be awarded.

f. A ball may be recovered from the net anytime during the match.

g. Teams shall change courts at the end of each game. In the third game, teams will change sides at 8-points.

F. PLAYER CONDUCT

a. Unsportsmanlike conduct will not be tolerated.

b. Officials will administer yellow and red cards for misconduct by players or coaches.

   i. A yellow card is used as a warning for the first minor offense.

   ii. A red card is used as a penalty for a second minor offense by the same individual or a single serious offense.

   iii. If a card is given, side-out is awarded to the opponent.

   iv. Two yellow cards or one red card will constitute an ejection from a game. Any player ejected from a game will face the sanctions listed on Page 5 of this rule packet.

c. Taunting an opponent is considered unsportsmanlike conduct.

d. Spitting anywhere other than into the proper receptacle is considered unsportsmanlike conduct.

G. FOULS

a. It is a foul to step or have any other body part completely over the center line. It is not a foul to step on the line.

b. Touching the net with any part of the body (excluding hair, shirt, etc) is a foul, except when the ball is driven into the net, causing it to hit an opposing player.

c. It is an error to catch, lift, push, or throw the ball. The rules distinctly state that the ball must be “rebounded.”

d. The ball may not be touched by the same player twice in succession, however, after a ball has been blocked, the same player may hit the ball again. The block does not count as a touch.

H. ROTATION

a. Players must follow the serving order established with their positions at the start of the game. After the loss of service by the opponents, including the loss of the first serve of the game, the serving team rotates one position in a clockwise direction.

   i. Rotation is: right-back → center-back → left-back → left-front → center-front → right-front.

I. SUBSTITUTION

a. All substitutes must be written on the score sheet at the beginning of the game.

b. Substitutions must be made one of two ways:

   i. Rotation basis – substitutes rotate in at the left front position.

   ii. Player for Player – Player-B substitutes for Player-A; Player-A may only re-enter for Player-B and so on. This can be done anytime a point has been scored.

J. CEILING/LIGHTS

a. If the ball contacts the ceiling/lights and falls on the opposite side of the net, the ball is considered to have gone out of bounds and side-out is called.

b. If the ball contacts ceiling/lights and remains on that side of the net (if it has not already been played three times), play continues.

c. For matches played outside of the Volleyball Arena (Gym Central, Gym East, Gym West, or Wheeler Gym at the Health Sciences Campus), a ball that contacts a basketball backboard will be ruled as if it were the ceiling/lights in any other arena.

K. CO-REC RULES

a. Each team will consist of 4 participants. A team may play with a minimum of 3 players.

b. Teams can legally play with the following male/female combinations:

   i. 2 females & 2 males

   ii. 2 females & 1 male
iii. 2 males & 1 female
iv. 3 females & 1 male

C. When the ball is played more than one time by a team, one of the hits MUST be made by a female player.

L. CLUB PLAYERS

a. A club sport member is defined as any individual who is on the club sport’s roster and participates in practices and/or plays in games.

b. Once an individual is on a club team roster, these restrictions apply for the entire school year which runs from the fall, spring and through the summer respectively.

c. Club sports members shall be eligible for intramural participation in the sport of their specialty, but a team is restricted to having only ONE such participant on its roster.

d. Any team found violating this rule will risk forfeiting its season.

e. Any player who violates this rule will be suspended for one calendar year from the date of infraction and may be subject to further penalty as deemed appropriate by the specialist for Intramural Sports and/or the Club Sports Executive Committee.
DISCIPLINARY AND EJECTION POLICY

1. DISCIPLINARY RULES — The following suspensions apply for misconduct during Intramural activities:
   a. Ejection
      i. Any participant ejected by any Intramural Sports employee will serve a two (2) game suspension for the team from which the athlete is ejected.
      ii. If the ejection is the result of violence or misconduct aimed at any Intramural Sports employee, the participant will be suspended indefinitely from all Intramural activities sponsored by the Department of Recreational Sports until the participant meets with the Graduate Assistants for Competitive Sports.
   b. Student Identification Card Infraction
      i. Any participant who attempts to partake in any activity by fraudulently using a UGA 81# ID Card will be suspended for six (6) months from all activities sponsored by the Intramural Sports Department. The rightful owner of the UGA ID Card will also be suspended for six (6) months from all activities sponsored by the Competitive Sports Department. The confiscated UGA ID Card can be claimed from the Competitive Sports Staff in room 201 Ramsey.

2. MEETINGS
   a. Purpose: The suspensions listed above are final unless the player meets with the Graduate Assistants for Competitive Sports. Meetings will provide players receiving disciplinary suspension the opportunity to present grounds for a reduction in the suspension. The Graduate Assistants have full authority to reduce or remove suspensions.
   b. Procedure: Meetings can be set up via email with the Graduate Assistants for Competitive Sports (imsports@uga.edu)
      i. Meetings will give the player direct contact with at least three members of the Department of Recreational Sports. These three members of the department will be all three Graduate Assistants. If a graduate assistant is unavailable, a Program Assistant will take their respective place. If a Graduate Assistant is directly or indirectly involved in an occurrence that is the subject of the meeting, the meeting will take place between the player and another member of the Competitive Sports staff, excluding the Graduate Assistant involved in the incident.