General Rules & Guidelines for IM Volleyball (6v6)

- All players must present their own UGA 81# ID Card at the beginning of the tournament. 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 under the Disciplinary and Ejection Policy section.


- A team’s roster may only have 15-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.

- A Team must have 3-players present at its assigned court, signed in, and ready to play at its scheduled game time. If not, the clock will start, and the following penalties will occur:
  - 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)
  - If a match is scheduled for 5:30pm, once the Competitive Sports Staff’s official clock reads 5:35pm, that game will be declared a default/forfeit.
  - If a team begins a game short-handed, it may add late arriving players during any dead ball.

- Players may only participate on one same sex team (which include: Fraternity, Men’s Recreational & Men’s Competitive, Women’s Independent & 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 Volleyball Players
  - Only ONE Volleyball club player will be permitted per team.
  - A club sports member shall be eligible for intramural participation in the sport of his/her specialty, but there can only ONE such participant on its roster.
  - A club sports member is defined as any individual who is on the club sport’s roster and participates in practices and/or plays in games. Any student who practices with the team is also considered by our program to be on the club team and thus considered a club team member. Once you are on or considered on the club team these restrictions apply for the entire school year which runs through the fall, spring and through the summer respectively. Those who violate 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 Competitive Sports Staff.

Court Dimensions
- The court is 30 feet x 60 feet. The women's net height is 7' 4” and men's & co-rec net height is 8'.

Scoring
- 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 25 points, capping at 27 points, teams must win by two up to 27 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 start the third game will then become the serving team when sides are switched.
**Match**
- It is suggested that teams arrive 15-minutes prior to the scheduled game time. This will allow time for sign-in, ID check, and warm-up.
- The match shall be played between two teams of six players each. A minimum of three players are required to avoid a forfeit. If a match is played with three players, the server must adhere to the back row player rules. In addition, if a match is played with three players and one player is ejected from the match due to unsportsmanlike conduct the match will be recorded as a forfeit.
- 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:
  - 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)
  - *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.*
- A designated captain will be the only player to confer with the officials. The team will identify this person prior to the start of the game.
- Matches will be played best two-out-of-three games to determine a winner.
- A coin toss will determine court or service.

**Scoring**
- There will be a time limit of 55-minutes per match. A 5-minute warm-up period will be allowed prior to the scheduled start time of each match.
  - There will be no time limit for the Semifinal and Final matches during tournament play.
- 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.
- Games will be played to 25-points, with a 27-point cap. A team has to win by 2-points unless time expires. The third game will be played to 15-points, with a 17-point cap.

**Serving**
- 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.
- Members of each team serve in turn with one server continuing his/her serve until a point is won by the opposing team.
- Let services are legal.
- Setting the serve is legal.
- Attacking the serve is not allowed, and will result in a point for the service team.

**Play**
- 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 F4).
- A player may use any part of his/her body from the waist up to play the ball.
- 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 block or fake a block.
- If the ball touches the boundary line, it is considered good.
- A player may not enter an adjoining court at anytime. A point or side-out will be awarded.
- A ball may be recovered from the net anytime during the match.
- Teams shall change courts at the end of each game. In the third game, teams will change sides at 8-points.
- Unsportsmanlike conduct will not be tolerated. Officials will administer yellow and red cards for misconduct by players or coaches. A yellow card is used as a warning for the first minor offense; a red car is used as a penalty for a second minor offense by the same individual or a single serious offense. If a card is given, side-out is awarded to the opponent.
  - Two yellow cards or one red card will constitute an ejection from the game. Any player ejected from a game will face the sanctions listed on pages 4-5 of this rule packet.
- Taunting an opponent is considered unsportsmanlike conduct.
- Spitting anywhere other than into the proper receptacle is considered unsportsmanlike conduct.
Fouls
- 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.
- 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.
- It is an error to catch, lift, push, or throw the ball. The rules distinctly state that the ball must be “rebounded.”
- 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.

Rotation
- 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.
  - Rotation is: right-back to center-back to left-back to left-front to center-front to right-front.

Substitution
- All substitutes must be written on the score sheet at the beginning of the game. Names which do not appear on the score sheet for that game will not be allowed to participate until the next game.
- Substitutions must be made one of two ways:
  - Rotation basis – substitutes rotate in at the left front position.
  - 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.

Ceiling/Lights
- If a 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.
- If ball contacts ceiling/lights and remains on that side of the net (if it has not already been played three times), play continues.
- For matches played in Gym Central or Gym West, a ball that contacts a basketball backboard will be ruled as if it were the ceiling/lights in any other arena.

Co-Rec Rules
- Each team will consist of 6-participants with no more than 50% male. A team may play with a minimum of 3-players. Teams can legally play with the following male/female combinations:
  - 3 females & 3 males
  - 3 females & 2 males
  - 4 females & 2 males
  - 2 females & 2 males
  - 2 females & 1 male
  - 5 females & 1 male
- When the ball is played more than one time by a team, one of the hits MUST be made by a female player.
**Disciplinary and Ejection Policy**

- The following suspensions apply for misconduct during Intramural activities:
  - **Ejection**
    - Any participant ejected by any Competitive Sports employee will serve a two (2) game suspension for the team from which the athlete is ejected.
    - 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.
  - **Student Identification Card Infraction**
    - 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 Competitive sports Program. 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.
  - **Meetings**
    - **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 appeal for reduced suspension. The Graduate Assistants have full authority to reduce or remove suspensions.
    - **Procedure:** Meetings can be set up via email with the Graduate Assistants for Competitive Sports (imsports@uga.edu)
      - Meetings will give the player direct contact with at least three members of the Department of Recreational Sports. If members of the appeal committee are involved in the incident, they will be removed from the specific meeting.