

Administrative Rules and Information

- I. Prior to the game, players must check-in at the information table with the supervisor or University Recreation Assistant on duty. All University Recreation participants **MUST** have a Comet Card or the GET app to participate, **no exceptions**.
- II. All games will be played on campus unless otherwise mentioned. Check imleagues.com/utdallas for specific location. Teams are expected to report to their court/field 15 minutes before game time.
- III. NO ALCOHOL, TOBACCO, OR FOOD allowed in UREC facilities. Non-alcoholic beverages are allowed with a secure top.
- IV. **Ejections:** Any form of physical combat (pushing, punching, kicking, etc.) at any time during one's use of the facility while at a University Recreation event is taking place will result in an immediate ejection with further action taken on an individual basis. The officials of each game or any other UREC staff may eject any player or bystander for inappropriate behavior at any time. Ejected players must be out of sight and sound within one minute or a forfeit may be declared. It is the responsibility of the team captain to make sure ejected players leave the area. **An ejected player must schedule a meeting with the Assistant Director of Competitive Sports before he/she can play again in ANY intramural event.**
- V. **Sportsmanship:** All team members, coaches, and spectators are subject to sportsmanship rules as stated in the University Recreation Guidelines. Each team's sportsmanship (max of 4) will be evaluated by intramural officials, scorekeepers, or supervisors assigned to the game. Captains will have the opportunity to see their team's sportsmanship rating at the end of each game. **A team must average a 3 to be eligible for playoffs.**
- VI. **Forfeits:** Teams will receive a "0" sportsmanship rating for a forfeit. After one forfeit, teams become ineligible for playoffs. Teams are dropped from competition after two forfeits. If a team knows that they are unable to make the contest, they must notify the University Recreation office 24 hours in advance to default their game (972.883.7457). Defaulting teams will not receive a sportsmanship rating for the respective defaulted game; however, the team defaulted against will receive a "4" sportsmanship rating.
- VII. **Rosters:** Players can join teams until the completion of the second week of games for leagues and prior to the end of registration for special events and tournaments. After this time, rosters are frozen and team captains must submit a request to the Intramural Sports office to add any other player(s). However, players can be dropped at any time.
- VIII. University Recreation reserves the right to amend, add, or remove any policies, procedures, or rules during each season without notice.

Rules of Play

I. PLAYERS

- a. A team shall consist of 4 players. A team must start and finish with a minimum of 3 players to avoid a forfeit. A team consists of 2 males and 2 females or 1 male and 3 females. If the team starts with 3 players, combinations include 1 male and 2 females, 2 males and 1 female, or 3 females. A team cannot play with fewer than 3 players.
- b. No jewelry is allowed to be worn while participating.
 - i. The only exceptions are for any Medical Alert or religious jewelry. Please contact the UREC Competitive Sports office (972.883.7457) to learn how to properly wear such jewelry for safe play.

II. THE GAME

- a. If a team is not ready to play at the scheduled start time of the game, a forfeit will be declared (Game time is forfeit time). Each team will be granted one sixty second timeout per game. Time between matches will be no more than three minutes.
- b. A coin toss before the first game will determine which team will serve to begin the match. The winner of the coin toss has the option to serve, receive, or choose a side.
- c. Teams are responsible for officiating their own game. In the event that there is a discrepancy, the Tournament Director will be the sole judge of all decisions.
- d. Rally scoring will be in effect for all games. All matches will consist of one game to 21 points. Teams must win by two points. There is no cap.
- e. Teams will switch sides every 7 points in games to 21 and every 5 points in games to 15.
- f. A block does not count as a hit.
- g. No open hand tips are allowed (ball cannot come to rest). Hand sets must not be double contacted (double contact may be concluded by excessive ball rotation).
- h. The ball must be returned between the poles.
- i. No part of the body can touch the net during play except for the hair. If any other part of the body touches the net it will result in a side out.
- j. Let serves are allowed - the ball on service is allowed to touch the net. Players cannot attack a serve. Players cannot attack the ball until it has broken the plane of the net.
- k. Players do not have to rotate positions on the court; however, teams must rotate servers. Substitutions must be made at the server's position.
- l. Results of pool play will be used to determine seeding for advancing teams.