

## Administrative Rules and Information

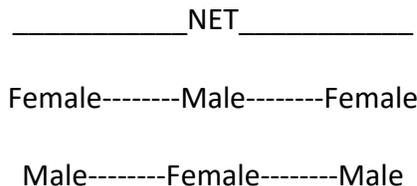
- I. Prior to the game, players must check-in at the information table with the supervisor or University Recreation Assistant on duty. All University Recreation participants MUST have a Comet Card or the GET app to participate, **no exceptions**.
- II. All games will be played on campus unless otherwise mentioned. Check [imleagues.com/utdallas](http://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.

## Game Overview

1. All matches will take place at the Rec Center West courts.
2. UREC will provide **game balls** only. Teams can check-out volleyballs from the RCW front desk to practice with.
3. Closed-toe shoes **MUST** be worn while participating.
4. No jewelry is allowed to be worn while participating.
  - a. 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.

## Rules of Play – NFHS rules govern all play

1. A coin toss before the first game will determine which team will serve to begin the match. Visitors call it and the winner of the coin toss has the option to serve or receive. Service and side will alternate for the second game. An additional coin toss will be done for the third match. Home calls it and the winner of the coin toss has the option of serve, receive, or side of the court. The loser of the coin toss can exercise the remaining options.
2. A team shall consist of 6 players. In Corec leagues, a team consists of 3 males and 3 females. Teams must start and finish with a minimum of 4 players to avoid a forfeit. Teams may also use 5 players, using 3 males and 2 females or vice versa. If the team starts with four players, combinations include 2 males and 2 females.
3. **Teams that start with fewer than 6 players must have 3 players in the front row at all times.** For 4 players, the player that served last is the back-row player. For 5 players, the last server and the player to his/her left are back-row players.
4. In Corec leagues there must always be a male and a female positioned next to each other before the serve. The figure below shows positioning. Once the ball is served, players are unrestricted except that back line players can neither spike nor block in front of the ten-foot line.



5. The team that wins two sets out of three will determine the winner of the match. Sets 1 and 2 shall consist of **25** points. Set 3 shall consist of **15** points. Rally scoring will be used throughout all matches. Teams must win by two points, with no cap on any set.

6. Each team will be granted one timeout per set, each one minute in length.
7. **Attacking and blocking**  
Any front-row player may attack or block. A block does not count as a hit. Back-row players may not attack or block in front of the attack line.
8. The first ball over the net may have multiple contacts provided that the player only makes one attempt to play the ball.
9. In Corec leagues, if a third contact is required, then a member from both genders must be involved on that play (i.e., all 3 contacts may **not** be from the same gender).
10. A legal contact may come from any part of the body.
11. **Serving:**
  - a. Serves may be underhand or overhand.
  - b. A serve must be clearly hit and not pushed or thrown.
  - c. The ball must be served from behind the service line.
  - d. A service that hits any part of the net and goes over is legal and playable.
  - e. A serve cannot be blocked or attacked by the receiving team.
12. A ball touching any part of the boundary line is in-bounds.
13. A player may touch the center line with their feet, hands, knees, elbows or shoulder as long as that part of the body remains on or above the center line. Contacting the floor completely over or across the center line with any part of the body is illegal.
14. Contact with the net is illegal and will result in a loss of rally. It is legal for a player's hair or jersey to make contact with the net.
15. Players are not permitted to hold or scoop the ball. In the official's judgment, the ball cannot visibly come to rest on the players' hands, fingers, or any part of the body.
16. Successive contacts of the ball are two or more separate attempts to play the ball by one player with no interrupting contact by a different player between the two plays. A player shall not have successive contacts of the ball unless there is: a) simultaneous contact by teammates, b) simultaneous contact by opposing players, or c) successive contacts by a player whose first contact is a block; then the second contact shall count as the first hit.
17. A ball, except on a service, may be recovered from the net provided a player avoids contact with the net, does not cross completely over the center line, and does not hold or scoop the ball.

18. Substitutions will be unlimited. In Corec leagues, men must substitute for men, and women must substitute for women. Teams have two options for substitution types:
  - a. Substitutes may only enter at the serving position before or after the serve
  - b. Substitutes can enter for any position, but those players are now locked into substituting for that single position.
  
19. Balls that hit the ceiling or any other obstruction may be played provided that the ball comes down on the side of the team that hit the ball into the obstruction and that team has another legal hit available.