

**New Mexico Tech
Co- Rec Indoor Volleyball
Rules & Regulations**

Revised 06/16

I. **MATCH STRUCTURE:** All Matches will consist of the best two out of three games. The first two games will be to 25 points and the third game to 15 (all games must win by two) with the rally point system. All games of a match will have a 17 point cap. A team must consist of at least one female. If a female is not present at game time, the team must play with one man down from the number of players on opposing team.

II. **ELIGIBILITY:** Each and every player must possess and present upon request, a current, valid Tech ID, Gym, or Intramural Pass. A player may only participate on one team per sport! Each player must appear on their team's roster and on no other. There will be a grace period of two weeks, after the date of the first game per season whereby captains may add or delete players to/from their roster. Teams who play with an illegal player may be subject to forfeiting that game and others in which the illegal player participated.

III. **ELIGIBILITY PROTESTS:** A captain may protest the eligibility of an opponent prior to or during a contest. An illegal player is one who:

1) does not possess a current, valid Tech ID, gym or intramural pass, 2) does not appear on the roster for the team on which he/she is attempting to play or 3) plays on another team/appears on another roster. ONLY a captain with the protest should notify an official or the intramural supervisor immediately upon noticing this discrepancy, and they will file a formal protest. A judgment call by an official is NEVER a grounds for protest and WILL NOT be heard by the Physical Recreation Department. Officials have FULL authority to eject a player from the game with proper justification.

IV. **FORFEITURES:** Forfeitures will occur 5 minutes into game time. Teams must have at least 2 players present at match time. Teams are to report to their designated "sides" upon arrival and sign in on the score sheet. Teams assessing two forfeits will be dropped from the league and will not be considered for the tournament. They may, however, play out any remaining scheduled matches, if they wish: these matches will be recorded as forfeits.

V. **EJECTION'S:** Players may be ejected from a game, and subsequently suspended for the season any of the following offenses:

- Use of profane language directed at officials, supervisors or other players
- Endangering any person in any way.
- Fighting
- Use of alcohol.
- Any other form of unsportsmanlike conduct

*All ejected players must leave the playing area immediately. Failure to do so will result in forfeiture of the game for that individual's team. Ejected players must see the Intramural Supervisor/Director of Physical Recreation prior to participating again. **EJECTED PLAYERS WILL HAVE A MINIMUM 2 GAME SUSPENSION.**

**** All patrons not affiliated with Tech must possess a current gym membership or pay appropriate intramural fee to participate in New Mexico Tech Intramural leagues. Please see gym staff for fees.**

VI. **USE OF ALCOHOL:** Use of alcohol by players or spectators is strictly prohibited. All participants should refer to the New Mexico Tech Student Handbook for specific state alcohol laws and campus rules. Violators of the alcohol policy will face immediate ejection and/or suspension, forfeiture of the game

and/or remaining games.

VII. **RULES:** "The Serve"~ To commence play, the official will toss a coin; e.g.. The team winning the "toss" may select either choice of sides or first serve. The opposing team will have its choice in the second game. There will be a new coin toss for the third game, if needed. The ball may be served from any point behind the line. A foot on the serve line is not allowable. The teammate of the server may not obstruct the view of the players receiving the serve. Upon request, he/she must move to grant them a clear view of the server's action. Net serves are playable. Set on a serve is also allowed. Only one toss per serve is allowable. No player is permitted to complete an attack hit on the opponent's service.

"Score"~ *Rally scoring: a point will be scored on every score of the ball. Offense will score on a defense miss or out of bounds hit. Defense will score on an offensive miss, out of bounds hit, or serve into the net.

"Play"~ *The ball may be contacted with any part of the body above the knee. If a ball contacts a player below the knee, it is a "dead" ball and results in a point or side-out.

*If any part of the ball contacts the pole or passes over a vertical extension of the boundary markers or pole, it is out of play.

*During regular volleys, any part of a player's body may come in contact with the ball. A kicked ball or a ball that hits a player's foot and rebounds is legal. However, it will be at the discretion of the ref to make the judgement call on each situation. Since it is in everyone's best interest to keep the game safe, kicked balls may be called as "out" of bounds.

*A "hard driven" ball may be contacted twice by a player if both contacts occur during an effort to play the ball. This counts as one team contact. A routine contact which is touched in succession by a single player (with the exception of a block) is a violation of the double hit rule and will result in a point or side out.

*The ball may not remain on the attacker's hand nor can the ball be pushed or palmed in attempt to direct the shot. No soft shots or dinks will be allowed to be played with the open hand. Follow through on any attack may allow a player's hand to cross the plane of the net, but may never interfere with a setter's attempt to set the ball.

*A player may not contact the net with any part of his/her body or clothing.

*A player may not cross under the vertical plane of the net. Vertical plane is more than 50% over the line.

*No player may interfere or threaten to interfere with an opponent's play.

*A blocker who has touched or hit the ball in a single effort to block the ball can then make the first team contact.

*A player may accidentally contact the net supports during a play, but not in such a way that gives him/her an advantage in making the play.

*An opponent may penetrate the plane of the net with his/her hands in an attempt to block the ball. Again, a player may never interfere with the opposing team's setter attempting to set the ball.

*A team may play with 3 to 6 players on court. A team must always finish a match with at least 2 players on court.

*There will be no block or attack of a serve or an opponent's attempt to set the ball.

*Teams will be allowed on 45 second time-out per game, except in game 3. Two minutes are allowed between games.

* Players are asked to substitute in as the server in a systematic rotation.

* Back Row player may attack the ball from behind the 10 foot line. At his or her take-off the player foot (feet) must neither have touched or crossed over the attack line; after his/her hit, the player may land in front of the 10 foot line.

* During an attack hit, a tip is permitted only if the ball is not caught or thrown.

* Nets for open and co-rec leagues will be set a men's height.

"Ground Rules"~ A ball may be played after contacting the gym ceiling, granted that the contact did not occur on the serve and the ball contacts the ceiling and falls back into play on the same side of the court. A ball contacting the ceiling on Team A's side of the court, landing on Team B's side of the court, results in Team B being awarded a point or side out. A basketball structure to the rear of the court will be con-

sidered out of bounds. A ball touching a boundary line is good.

*Co-Rec consists of male and female players. If you wish to play with all males you MUST play with one man down of what the other team has as players. Eg. Team one has 4 players, team two may only play with 3.