INTRAMURAL OUTDOOR VOLLEYBALL RULES

TEAM SIZE:
- Teams will consist of six (6) players with one (1) female on the court at all times.
- A team may compete with five players, but they must establish a position for the female, which will be designated as a ‘ghost player’.
- Substitutions may only be done on a rotation basis at the position opposite the server.

GAME TIME:
- Matches will be the best two of three, 25 point games with rally scoring rules in effect. (Rally scoring 27-point cap on all games and point scored on each serve in the third game.)
- When one team wins two games, the match is officially over.
- Each team is allowed one time out per game.

RULES: USVBA rules will be used.

1. STATES OF PLAY:
- The rally begins with the referee’s whistle. The ball is in play, however, from the service contact.
- The rally ends with the referee’s whistle. However, if the whistle is due to a fault made in play, the ball is out of play from the moment the fault was committed.

2. BALL “IN” and BALL “OUT”:
- The ball is “in” when it touches the floor of the playing court, including the boundary lines.
- The ball is “out” when part of the ball contacts the floor completely outside the boundary lines, or completely crosses the vertical plane of the net, partly or totally outside the crossing space.

3. SERVES:
- A serve must be received with two hands together or dug with one hand. A serve cannot be set, blocked or spiked.
- At the time of the serve, each player shall be in the proper serving order. After the serve, each player may cover any area of the court. However, back-line players may not block or spike in front of the 3-meter line.

4. PLAYING THE BALL:
- Each team is entitled to a maximum of three hits to return the ball to the opponent.
- Team hits include not only intentional hits by the player, but also unintentional contacts with the ball.
- A player may not contact the ball with two separate and consecutive motions.

5. BALL AT THE NET:
- In blocking, a blocker may contact the ball beyond the plane of the net inside the antennas, provided the blocker does not interfere with the opponent’s play.
- A player making an attack-hit is permitted to pass hand(s) beyond the net after the attack-hit, provided the ball is contacted within his/her own playing space or within the plane of the net.

6. FAULTS: Any playing action contrary to the rules is a fault. The referee’s judge the fault and determine the penalties. The consequence of a fault is loss of rally. If faults have been committed by two people, at the same time, a double fault will be called, which will result in rally reply.

The following are some examples of faults:
- a player is not in proper position at the moment the ball is contacted by the server.
- a team contacts the ball more than three times before returning to the opponent.
- a player does not contact ball cleanly.
- a player contacts the ball twice in succession, or the ball contacts various parts of the body successively.
- a player takes support from a teammate or object to reach the ball.
RULE INTERPRETATION PROTESTS:

- Any rule interpretation protest must be made on the field of play by the team manager to the game official. This must occur at the time of the disputed play and before play resumes. The official shall record on the scorecard that the game is being played “under protest”. All game conditions at that time will be noted (score, time remaining, etc.). Protests after the fact will not be honored.

- A written protest must then be submitted by the team manager to the Assistant Director within 24 hours after the completion of the scheduled contest, excluding days when the office is closed. A maximum of one week is given to decide each protest. If a formal protest is upheld, the game will be replayed from the point at which the improper decision was made or in its entirety in order to correct the error. If the protest is denied, the game stands.

- Absolutely no protests on judgment calls by an official will be considered.