

Campus Recreation

University of South Carolina Student Life

Intramural 6v6 Indoor Volleyball League

Please refer to the Participants' Manual for a complete list of all Intramural Sport guidelines & procedures

Changes from previous season have been highlighted in yellow

Section 1: General Information

A. General IM Procedures

1. Teams should arrive 15 minutes before the game to check-in with the supervisor.
2. All participants must display a valid Carolina Card before each game to play.
 - i. You may also use your digital Carolina Card through the GET mobile app. No ID – No Play – No Exceptions!
3. Teams are expected to begin the game at the scheduled time.

B. Defaults

1. A default will result in the team automatically losing and receiving a 3-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport.
2. The deadline to notify the Sport Programs Office that their team is unable to play their scheduled game and receive a default is 3pm the day of their game (M-F) or 12pm if their game is on Sunday.
3. If a team defaults twice during the regular season, this is referred to as a “double default” which is equivalent to a forfeit and results in **a forfeit fee of \$25 being assessed to the captain. The captain will be suspended from Intramurals until this fee has been paid on DSE.** The team will receive a 3-sportsmanship rating for each default.
4. The UofSC Sport Programs Office can be reached:
 - i. By email at sportprograms@mailbox.sc.edu
 - ii. By phone at 803.576.9387
 - iii. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

C. Forfeits

1. A forfeit will result in the team automatically losing and receiving a 1-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport. **A forfeit fee of \$25 will be assessed to the captain, and the captain will be suspended from Intramurals until this fee has been paid on DSE.**
2. If a team forfeits twice during the regular season, this is referred to as “forfeiting out” and they will be removed from the league. **A second forfeit fee of \$25 will be assessed to the captain, and the captain will be suspended from Intramurals until both fees have been paid on DSE.**

D. Team Choice (5 minutes: 5 minutes)

1. The captain of the team present who has the minimum required number of players to play, can choose to accept the default/forfeit or enact team choice at the game start time. If the team enacts the team choice rule, they cannot change their mind and accept a default/forfeit later.
 - i. If both teams are present but neither team has the minimum number of required players at game time, the Sport Programs Leader will start the game clock but neither team will receive points during the first 5 minutes.
 - ii. During the first 5 minutes, if only one team meets the minimum number of required players, no points will be awarded but they will have the opportunity to enact “team choice” for the second 5 minutes. If they accept the default, the game will be called, otherwise points will be awarded during the second 5 minutes according to the team choice point guidelines.
2. 6v6 Indoor Volleyball (10:1 set)

E. Sportsmanship

1. Each team will be given a sportsmanship rating 1-5, in accordance with the Participants' Manual, from the officiating crew/on-site supervisor following the game.

F. Playoffs

1. All teams are eligible for post-season play provided that they do not forfeit, do not default more than twice, have a 3.0 sportsmanship rating average
2. If a team receives more than one game with a sportsmanship of 2, they will forfeit the remainder of the playoffs. A team that receives below a 2 in any playoff game will automatically be forfeited.

G. Miscellaneous

1. To receive the latest UofSC Intramural Sports schedules, scores, and updates be sure to log onto sc.dserec.com/online/dashboard
2. No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the court.
3. Protest: The only 2 things that can be protested are rule interpretation & player eligibility.
 - i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next serve.
 - ii. Player eligibility protests can be made before, during, or after the game to any supervisor or professional staff member.

Section 2: Rules & Sport Specific Information

The game will be played according to the current National Federation of State High School Association's rules if not explicitly stated in this document.

A. Court & Location

1. Matches will be played in the STWFC main gym.
2. Net height will be set at 7'11 5/8" for men and CoRec matches and 7'4 1/8" for women.
3. Playable areas include all areas within the court area.
 - i. If the ball hits the ceiling above team A's side, team A may continue to play the ball. (# of hits do not reset)
 - ii. Playing the ball off the walls, curtains, track, etc. is not permitted.

B. Players

1. A team will consist of six (6) players.
 - i. A minimum of four (4) is required to play.
2. A team is allowed a maximum of three (3) back-row players.
 - i. These players must be set prior to the service.
 - ii. These players are considered back-row players throughout the point
3. A team is allowed a maximum of three (3) front-row players.
 - i. These players must be set prior to the service.
4. A team can roster no more than two (2) sport club members from the men's, women's, or beach volleyball clubs.

C. CoRec Modifications

1. Player positioning on the court must alternate male, female, male, female, etc.
 - i. An exception is when a team is playing with uneven genders, in which case no more than two (2) members of the same gender can be beside each other.
2. The following gendered arrangements are allowed (4f/2m, 2f/4m, 3f/2m, 2f/3m, or 2f/2m).
3. There are no restrictions on who must touch the ball prior to it crossing the net.

D. Equipment

1. The game ball will be provided by the Sport Programs staff.
 - i. If teams wish to warm up, they may check out a volleyball from equipment issue with a valid CarolinaCard.
 - ii. Game balls may not be used for warming up.
 - iii. Teams are not permitted to play with their own ball.

E. Scoring

1. Matches will consist of the best two of three (2/3) games and will only play the third game if needed.
2. All games within a match will be scored in the rally point system.
3. Each of the first two games will be to 25 points.
 - i. The team must win by two points, with a 30-point cap.
4. The third game will be first to 15 points
 - i. The team must win by two points, with a 17-point cap.

F. Pre-Game

1. The Sport Programs staff will identify a “coin toss” process that will determine which team will select serve, receive, or side.
 - i. The teams will change sides after each set.

G. Time Outs

1. Each team is allowed one (1) time out per game. The length of each time out is 30 seconds.

H. Rotation

1. The team earning the serve will rotate clockwise before the new serve.
2. Every team member must rotate around to every position.

I. Substitutions

1. Substitutes may enter the court only when the ball is dead.
2. Either team (serving or receiving) may substitute during a dead ball.
3. Substitutions may only occur in the middle back position.
4. All substitutes must check in with the down official, who will then whistle/signal the substitute in.

J. Play at Net

1. A net foul occurs when a player contacts any part of the net including cables & antennas
 - i. Hair & clothing do not count.
2. A player may touch the floor across the center line with one or both feet/hands provided a part of the foot/feet or hand(s) remains on or above the center line. Contacting the floor completely across the center line with any part of the body is illegal.
3. Blocking or attacking a serve is not permitted.
4. If the ball is driven into the net with such force as to cause the net to contact a member of the opponent’s team, no penalty will be issued to either team and play will continue.

K. Ball Contact During Play

1. Each team will be allowed a maximum of three (3) contacts per side before returning the ball to the opponent’s side.
2. A contact is any touch of the ball by a player (excluding the player’s hair or clothing).
 - i. A player may use any part of their body to contact the ball.
3. Multiple contacts are more than one (1) contact by a player during an attempt to play the ball. They are only allowed
 - i. When the first ball over rebounds from one part of the player’s body to one or more other legal parts in an attempt to block.
 - ii. On any first team hit.
4. If two (2) or more players of the same team contact the ball simultaneously, it is considered as only one (1) contact. Any player may be the next contact.
 - i. If one or more players are attempting to block a shot and have contact with the ball, this player(s) is eligible to participate in the next contact. The block will not count as a contact for their team.
 - ii. If two or more players of opposing teams contact the ball simultaneously above the net, any one of the players involved are eligible to participate in the next play.
5. A lift, carry, or held ball is defined as when the ball rests momentarily in the hands or arms of a player. The ball must be cleanly hit. Scooping, lifting, pushing, holding or carrying the ball shall be considered a lift.

L. Service

1. The server is identified as the player positioned in the back right (facing the net)
2. The server must hit the ball with one hand, fist, or arm while the ball is held or after it’s released.
3. The server may stand anywhere behind the back line and between the sidelines to serve.

4. The server must receive permission from the official before each serve. Penalty: one warning, then loss of serve.
 - i. The ball must be served within 5 seconds of the officials' whistle.
5. If a player serves out of order, the serving team loses the service and any points gained during such out of order service.
 - i. The players of the team at fault must immediately resume their correct positions.
6. A foot fault will be declared if any part of the server's foot touches the back line during or prior to contacting the ball for serve.
7. Players on the serving team may not take action to prevent the receiving team from seeing the ball (no screening).
8. A ball that is served and contacts the net but progresses to the other side of the net before being touched by the serving team, is still in play.

M. Back-Row Players

1. A back-row player who is on or in front of the 10-foot (attack) line may not complete an attack/hit if, at contact, the ball is entirely above the top of the net. The contact does not become illegal until the attack/hit is complete.
2. A back-row player may complete an attack/hit if:
 - i. At take-off, the player's feet have neither touched nor crossed the attack line or its indefinite extension.
 - a. After the attack/hit, the player may land within the front zone; or at the moment of contact, any part of the ball is below the top of the net.
3. Back-row players may not participate in the action of blocking.
4. If a back-row player illegally attack/hit the ball into an opposing back-row blocker (including simultaneous contact), it is a double fault. Point will be replayed.

N. Replays

1. When two opponents, during the same play commit a simultaneous fault, the point will be replayed.
2. If a ball from another court comes onto the court, a replay may be called.
3. A re-serve shall be issued if the server lets the ball drop.
 - i. One (1) time only per service term.