

VOLLEYBALL RULES

TEAMS: Six (6) players constitute a team; a team may play with no fewer than four (4) players.

WINNING A GAME: Matches: Matches will be the best 2 out of 3 games, rally scoring to 25 points, a third and deciding game will only go to 15 points. You must win by 2 points to declare a game.

PRE-GAME: A coin toss will determine service and side of the net teams will play.

GAME START: At the beginning of the game, the ball shall be put in play by the player in the right back position, who may serve from anywhere along the service line.

SERVER: Each server shall continue to serve until the opposing team gains service.

SCORING: Rally scoring will be used for all games.

ALTERNATING SERVICE: Serves will alternate as each team regains possession.

LET SERVICE: If a ball touches the net on a service, but crosses onto the opponent's side of the court, that serve will be considered legal and in play.

ROTATIONS: The team receiving the ball for service shall immediately rotate one position. *Exception: the first serve of each game (for each team).*

PLAYING THE BALL: A player may leave the court to play the ball. A ball hitting a sideline or an end line is in bounds.

TOUCHING THE BALL: A team may touch the ball three (3) times before being returned over the net. *(NOTE: Blocking the ball is not a touch but if it goes out of bounds, the blocker is charged with it).*

VIOLATIONS: The following are violations and will result in a point for the offended team:

1)Serving out of turn, catching or holding the ball, touching the net with any part of the body while the ball is in play, Illegal serve or illegal volley.

CENTER LINE CROSSING: A player may cross the center line with one or two feet as long as foot/feet is on or above the center line and the player does not interfere with opponents' play.

CEILING TOUCH: A ball remains in play after touching the ceiling on a team's first or second contact if it remains on that team's side of the net. If the ball touches the ceiling on a team's third contact or touches the ceiling and crosses over into the opponent's court, it is out of play.

TIME-OUTS: Each team has one 60 second time out per game.

Please Note: Intramural Director Discretionary Items

The BCTC Intramural Director reserves the right to rule on any case not specifically covered in the rules of the game or in these guidelines and will do so in the spirit of the rule, and of fun, fair and safe participation. The Intramural Director also reserves the right to put into effect and/or make necessary changes/additions to these guidelines including any new rulings pertaining to Intramural sports,

unsportsmanlike behavior, fair play safety of the participants, or any other item to foster the enhancement of the event/activity and the college's mission for Intramural sports.