

UW – MILWAUKEE Intramural Sports

Indoor Volleyball

(6V6) Rules Department of University Recreation

Updated:

Summer 2018

Intramural Sports

Players

1. Each players UWM Panther card must be presented to a supervisor or scorekeeper prior to the beginning of the game.
2. Players must also be registered on the online roster on Fusion IM before participation will be allowed.
3. Men's Open and Women's leagues require a minimum of 4 players on each team to start a contest.
4. **CoRec Modifications**
 - a) CoRec leagues require a minimum of two members of each gender to play games/matches.
 - b) There may be no more than three players of each gender (per team) on the court at a time.
 - c) A team may play with three players of one gender and two of the other, but the ratio must always be ± 1 (i.e. three players of one gender and one of the other is not allowed)

Playing Court

1. The court is a regulation size court
2. CoRec and Open games will be played at the net height of 7 feet, 11 and 5/8 inches.
3. Women's games will played at a net height of 7 feet, 4 and 1/8 inches.

Game Format

1. UWM Intramural rules are adapted from National Federation High School Volleyball rules, and their WIAA adaptations
2. The match is won by winning two of three games to twenty-five points with a cap of thirty points.
3. Each game must be won by at least two points. However, the game will end with the first team reaching thirty points (do not need to win by two points).
 - a) If a decided third game is necessary and time permits, the game will be played to 11, 15, or 25 points at the referee's discretion (the tiebreaker game must also be won by 2 points).

Substitutions/Rotations

1. The rotation of players must stay in an alternating fashion at all times (i.e. Female, Male, Female). There will be exceptions when there is one more of each gender, but the rotation must fit this guideline as best as possible.
2. Substitutions are made only off the serving corner.
3. Substitutions must be a part of the rotation.
4. If rotating in extra players, you must keep this rotation throughout the extent of the game.
5. Late arriving players must sign in on the roster before participating, and may sub in or play at the next available opportunity when they can legally enter the game.

Equipment

1. Teams and players must bring and wear their own shirts/jerseys. These shirts/jerseys must also match the team color selected on Fusion IM upon the registration of the team.
2. There is no practice ball available. Matches will start at their scheduled time. Players should arrive 15 minutes prior to first game time of the tournament to sign in and attend the captain's meeting.

Scoring

1. The game will be played in a rally scoring format.

Rules and Regulations

1. The ball may be played off a player's foot, but there will be no snapping of the leg or kicking motion directed at the ball.
 - a) You may use your foot to "dig" a ball as long as the foot remains on the ground.
2. On a block, the blocking player's arms may cross the plane of the net to block a spike (or third hit).
 - a) The blocking player may not cross the plane of the net to interfere with the normal play of the other team.
 - b) This cannot be used to taunt the other team, and cannot interfere with a pass that was not going to be sent over the net.

Fouls

1. Carried (or lifted) balls:
 - a) The ball must be struck, it cannot visibly come to rest while being played.
2. Double hits (or multiple contacts) **are** permitted only as long as:
 - a) Contacts occur during **one** attempt to contact the ball (i.e. Two people attempting to contact the ball at the same time).
 - b) There is no finger action (as in a set) on the ball.
 - c) You are receiving a hard driven ball (i.e. on a serve).
3. Back Row Attack
 - a) A player in the back row may not strike the ball above the height of the net unless he/she is behind the 10-foot line.
4. Foot Faults
 - a) Stepping completely across the centerline or stepping on or over the end line while serving is a foul.
5. Net Fouls
 - a) A player may NOT touch the net while the ball is in play.
6. Double Fouls
 - a) Simultaneous fouls by the opposing teams will result in a replay of the point.

Serves

1. Serves may be either overhand or underhand.
2. A serve may be received with either an underhand pass (bump) or a set as long as contact is made during one attempt to contact the ball. The serve cannot be blocked or spiked.
3. A serve may not be spike or blocked by the receiving team.
4. A serve may be received with either an underhand pass (bump) or a set.
5. Let serves are allowed.

Out of Bounds

1. A team may play the ball off the ceiling if it remains on their side of the court.
2. A point or side out will be awarded when the ball hits the ceiling and then crosses into the opponents playing area.
3. If the ball hits the wall or basketball hoops it is dead and out of bounds.

Replay

1. A replay will be called by the referee when:
 - a. play is interrupted
 - b. a player is injured
 - c. a double foul occurs
 - d. there are conflicting line calls (for games with two referees)
 - e. the referee's site line is screened and can't make the call

Time Outs

1. Each team has one time out per game.

Protests

1. If a player/team believes a player is ineligible or a penalty was not properly enforced. They may go through the protest procedure prior to the next point being played.
2. **Official's judgement may not be protested.**
3. Please see the Protest Policies and Procedures for further elaboration.

Defaults

1. A team is allowed one default in a season. Any subsequent attempt to default a game will be treated as a forfeit and all policies governing forfeits will be enforced.
 - a. Any team who defaults for the first time using proper procedure will not be charged a forfeit fee
2. More information on defaults can be found in the Defaults, Forfeits and Drops Policy document.

Forfeits

1. **Game time is forfeit time**, however, the team or individual(s) who are ready to play may choose to give the opponent 10 minutes to have the minimum number of players properly signed in to begin a game.
2. A forfeit fee will be administered to the teams/individuals that forfeit their game/match. The forfeit fees are as follows; \$15 for singles/doubles sports and \$30 for team sports. Failure to pay this within two weeks after championship night will result in a hold on the team captain's PAWS account.
3. More information on forfeits can be found in the Defaults, Forfeits and Drops Policy document.

Sportsmanship

1. Sportsmanship is an important part of any intramural contest. Teams, players and spectators who engage in negative sportsmanship may be disqualified from current and future contests and playoffs, as well as other UREC and Intramural activities. Please see the Sportsmanship Policies for more in depth coverage on expectations and repercussions.

For rule clarification and other questions, please contact:

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