



UNIVERSITY RECREATION & WELLNESS

INTRAMURAL SPORTS

4v4 Volleyball

Eligibility Rules

1. All undergraduate and graduate students currently enrolled in any department or college of the University, current faculty, and staff shall be eligible for all Intramural Sports activities.
2. All players must have their current, valid ID in order to sign in and participate. Players may be added to the roster anytime during the regular season. Players should add their name and UID# via the IMLeagues.com/Maryland web site. **Players MUST appear on the online IMLeagues roster in order to participate in ANY game.** Players may play on only one same-gender team and one coed team.
3. Members of the Varsity & Junior Varsity Volleyball Teams are NOT eligible to participate in Intramural 4 on 4 Volleyball.
4. Teams may have no more than two (2) Volleyball Club Member on their roster. Any team with two club players MUST PLAY IN THE "A" DIVISIONS. A team with one (1) club player may play in A or B.

The Game

1. Game time is forfeit time. Any team that forfeits will receive a "0" sportsmanship rating and will not be eligible for playoffs.
2. Four players will constitute a team. There must be **3 players** present to start a game.
3. **COED: Teams consist four players (2 men and 2 women).** Teams may play with 3 players, 2 of one gender and 1 of the other.
4. Teams playing with only 3 players will lose the serve when the empty position(s) or "hole" rotates into the service position (back right). HOWEVER, the opposing team will NOT be awarded a point.
5. Prior to the beginning of the match, the team captains will participate in a coin toss to determine the choice of (1) first service or (2) court positioning. At the end of each game, the service and courts will automatically exchange.
6. If extended to a decisive third game, another coin toss will be held to determine choice of serve or court side. Once a team reaches eight (8) points, the teams exchange playing areas.
7. Matches will consist of three games. Rally scoring shall be used throughout all 3 games, team first to score *25pts (win by two, 30pt cap) will win the match
 - i. The third game will only be played if need be. First team to 15 (win by two, 20pt cap) wins.
8. Time Outs: One (1), one minute time out per team per match.

Equipment

1. Gym shoes must be worn. Black-soled shoes, sandals, bare-feet, and boots are strictly prohibited.
2. **Jewelry:** PLAYERS ARE NOT ALLOWED TO WEAR LOOSE JEWELRY. (FITNESS TRACKERS, WATCHES, NECKLACES, HOOP EARRINGS, ETC., are not permitted.) Covering the item with tape is not acceptable, as it does not prevent the possibility of injury.
3. Hats with a brim or unyielding material may not be worn during play.

4. The Officials will provide the game ball.

Players and Substitutions

1. A team shall be composed of four (4) players.
2. A minimum of three (3) players are required to start a match. In the event that a player becomes injured or has to leave the game (other than ejection) the game shall continue until the Supervisor deems it a farce.
3. **Substitutions:**
 - a. Teams may elect to rotate all players in one at a time through the server's position OR may substitute player for player.
 - i. If teams choose to substitute player for player, a person who has subbed out may only re-enter in the same place for the same person.
 - ii. Subs must be recognized by the "down" official. If the substitution is not completed promptly, the referee shall charge a timeout to the offending team.
 - b. Teams must use the same method (rotation or player for player) for the entire game.
4. Any player on the court may jump and attack the ball, regardless if they are in a back-row position or not.
5. While there are no regulations regarding back row players attacking at the net, positional regulations will still be enforced. Players must rotate positions on the court.

MISC Rules

1. Teams playing with only 3 players will lose the serve when the empty position(s) or "hole" rotates into the service position (back right). HOWEVER, the opposing team will NOT be awarded a point.
2. Serves may be underhand, overhand or participants may attempt to jump serve. Serves may be taken from anywhere along the endline; regardless of where the other back-row players are standing.
 - a. Players may not bump or kick the ball over as a serve.
3. If the serve touches the net, inside the antennas (sidelines), IT IS LIVE and must be played. The ball will be deemed out of play if it hits a post, net support, or the net outside of the court boundary.
4. Players may cross the centerline if they are OUT of bounds and do not interfere with the other team (if they do interfere, a centerline violation shall be called).
5. Any players foot, hand, or other body part, that COMPLETELY crosses the centerline inside of the court will be called for a violation.
6. Double hits should not be called on a hard hit or a serve; however, a lift may be called as judged by the official.
7. Players may contact the ball with any part of the body, INCLUDING the feet, whether intentionally or not.
8. UNSPORTSMANLIKE CONDUCT is a violation. The referee shall have the power to warn, declare side-out/point, and/or disqualify from the game/match anyone (player, coach, or spectator) who commits any violation of good sportsmanship. Yellow and red cards will be given.

Special Co-Ed Rules

Each team must begin with at least one man and one woman represented on the playing court. The following ratios are appropriate: 1M/2F, 2M/1F, 2M/2F. Penalty: Forfeit (Exception: uneven numbers due to lack of substitutes after an injury).

1. The net will be placed at men's height (7'11").
2. Men and women must alternate positions in the serving order and on the court in positional rotations.
3. There are NO limits/restrictions on how many times a male or female must touch a ball on a given rally.