

Intramural Volleyball Rules

General Rules

- Six people on the court (per team), no more, no less. Opposite sex rule IS in effect. You may not play short.
- The game is a best of 3 sets. A team must score 15 points on their serve and win by 2 scores to win a set. First team to win 2 sets wins the game.
- Points are scored by the serving team. If the defense stops the serving team they will gain the serve.

Field Rules

- Ceilings and ropes are only in play if the ball that was struck hits the ceiling and stays on the same side as it was hit. A serve must clear the net without hitting anything other than the actual net.
- Out of bound lines are on the floor at the HFC.
- A player's feet may not touch or cross the center line during any type of shot.

Game Rules

- The server must stand out of bounds to serve the ball, if the foot goes over the baseline before contact, it is a turnover.
- A served ball may graze the net and drop to the other side for point.
- You may not block a serve.
- There is no "Spike Line." Due to field constrictions a spike may be attempted from anywhere.
- A player's body cannot touch the net at anytime the ball is in play, including a spike or a block. If the ball is driven into the net with such force that it causes the net to contact an opposing player, no foul will be called, and the ball shall continue to be in play.
- Each team only gets a total of 3 hits to get the ball over the net, if a player attempts a block and misses that hit does not count towards the 3 hit limit.
- Carries are illegal; a carry is any shot that appears to settle in the players hands.
- A player may only reach over the net when executing a follow through or a block. During a block the player cannot touch the ball until after the opponent has made contact.
- Servers must serve in rotation, and that rotation must stay the same through each set.
- A player may step on or across the middle line as long as they do not interfere with the opponent.