ELIGIBILITY RULES:

1. You must have a Runner ID to participate. NO ID, NO PLAY…NO EXCEPTIONS!!
2. No Person shall play on more than one single sex and co-rec. team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
3. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly Campus Recreation activities for a period of time determined by the Coordinator of Intramural Sports and Sport Clubs.

THE GAME:

1. **The Court:** The court is 29ft 6in in width and 59ft in length. The net will be placed at men's height (7'11").
2. **Team:** Teams will consist 6 players, but a team may begin with as few as 4.
3. **Game / Scoring:** A “match” is finished when a team has won 2 out of 3 games (Exception- Unsportsmanlike Conduct). Games will be won when a team scores 25 points and has at least a 2 point advantage. If the 3rd / deciding game is necessary the game team that scores 15 wins. All games will be played in a rally scoring format.
4. **Time-Outs:** One 60 second time out will be given per game.
5. **Substitutions:** Substitutions shall occur for any position before a serve can take place. Teams must rotate the servers, but players allowed to play any position desired.
6. **Equipment:** Hats, bandanas, or jewelry MAY NOT be worn while playing. Any player found wearing any of the above during the game will be removed from the game and not allowed to re-enter.

RULES & THE PLAYING AREAS:

- **Server:** The server may serve anywhere along the baseline of the court.
- **Serve Receive:** The serve must be accepted with either a forearm pass or a set.
- **Service Faults:** The ball shall be declared dead, and the service changed to the other team when:
  - The ball passes under the net.
  - The ball does not pass over the net above the playing area.
  - The ball touches a player of the serving team or any object before entering the opponent's playing area.
- **Blocking Serve:** It is illegal to block a serve or spike a serve.
- **Front Line Blocking:** Any or all players in the front line are permitted to block.
- **Back Line Spiking:** A back line player returning the ball to the opponent’s side while forward of the attack line (10 ft. line) must contact the ball when at least part of the ball is below the level of the top of the net over the attacking team’s area. The restriction does not apply if the back line player jumps from clearly behind the attack line and after contacting the ball, lands in front of the line.
- **Back Row Attack:** On any illegal backcourt attack (which ever hit) the ball shall become dead and a fault called on the back row attacker the instant the ball completely crosses the vertical plane of the net or is contacted by a blocker.
• **Reaching Over Net:** In returning the ball, a player may follow through over the net, providing the first contact the ball on his own side of the net. Player(s) in the act of blocking may reach across the net, but may not contact the ball until an opponent has hit the ball to return it or if the ball has broken the plain of the net.

• **Crossing Center Line:** Contacting the opponent's playing area with any part of the body except the feet is a fault. Touching the opponent's area with a foot or feet is not a fault providing that some parts of the encroaching foot or feet remain on or above the center line.

• **Recovering Ball from Net:** A ball may be played from the net.

• **Ball Contacts Ceiling:** A ball contacting the ceiling or overhead objects above playable areas shall remain in play. The ball must have contacted the hitter's side in order for the ball to remain in play.

• **Dead Balls & Out of Bounds:** A ball will be considered out of bounds when:
  - It hits the antennas
  - Passes outside the antennas
  - Hits the goal support beams
  - Hits the ac units and the gym divider
  - Hits the walls or bleachers

**CO-REC RULES:**
- The match is played between two teams of 4 players each. Teams must begin and end each match with a minimum of 2 players.
- **Front Line Blocking:** Any or all players in the front line are permitted to block; however, **MALES BLOCKING A FEMALE CANNOT JUMP**

**CONDUCT**
Please refer to the Intramural Handbook “Section: 3 Code of Conduct.”