

# REC

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## CSUSM Campus Rec

### *IM Volleyball Rules*

#### **Eligibility**

- All participants must be:
  - A Full-time/Part-time Student at CSUSM during the current semester.
  - Faculty/Staff
  - A Graduate Student
  - Any player attempting to participate illegally will cause their team to forfeit the game, and player(s) will be suspended.
- Only 1 collegiate Volleyball athletes (1 female) may be on any one team's roster. This includes Red-shirt athletes.
- Players must have registered successfully and paid using the online Fusion portal or in person at the CFH, and be on their team's IM Leagues roster before the 2<sup>nd</sup> game of the season.
  - Any unregistered students will not be able to participate in games until they have been approved on the team's roster through IM Leagues.

#### **Team Roster (6V6)**

- A team consists of 6 players (3 women, 3 men). Maximum 12 on the roster
- The minimum numbers of players that can start a game are two female players and two male players. (4)
- At no time can a team field fewer than four players, or more male players than females (2 women, 2 men or 3 women, 2 men).
- A team with four must have two back row players (only two hitters).
- Rosters may be modified on IMleagues.com until **the Second game of a team's season**. Once the second game begins, that team's roster is locked.
  - NOTE: Any additions will need to pay the \$20 registration fee using the online Fusion portal or in person at the CFH and any dropped players WILL NOT receive a refund.
- Players must play in at least one regular season game to be eligible for the playoffs.
- **The forfeiting team will be charged a \$50 forfeit fee and they will receive a sportsmanship score of 3.**

#### **Dimensions & Equipment**

- The top of the net of coed play shall be 7'11" feet from the floor.
- Field space is determined by the lines in CFH 130
- Equipment will be provided by CSUSM Campus Recreation

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- Teams should coordinate jersey colors, in the event that teams do not have same color uniforms, pinnies will be required and provided by Campus REC.

## Player Position

- Serving order and position on the floor must be an alternation of men and women.
- Switching after the serve is permissible
  - Player switching can occur only after the ball is contacted on serve.

## Length of Match

- Matches are scheduled within a fifty minute time frame.
- A match will consist of three games. All games rally scoring: the first two games to 25, the third game to 15 points. Games must be won by a 2 point lead. (i.e. if its 25-24, game will end at 27, no game will exceed 27 and 17, if the score is tied 26-26 game will end at 27)
- After each set, teams will change sides of playing area.
- Regular season games may end in a tie if time constrains deem necessary. Play-off matches will be best 2-of-3, and must have a winner.

## Serving

- First service and choice of sides will be determined by a coin toss. The winner selects first service or choice of sides, the loser has the remaining choice. First service alternates for the second game. If a third game is necessary, a coin toss will determine first service.
- The ball may be hit right out of the hand.
- The service must be behind the end-line the moment the ball is hit.
- The server must wait for the ready to serve signal by the referee.
- Net serves are allowed

## General Rules

- A player may not cross the centerline or its extension to play the ball. A player may play the ball on his/her side and then cross the extension outside the court-line. A player may reach under the net to play a ball already in play by that player's team.
- While the ball is in play, a player must step completely over the centerline for a foot foul to occur.
- The net and any of its supports may be touched while the ball is in play, unless the ball forces it into the player
- A ball hit into the net, may still be kept in play (up to 3 hits) provided that a player does not make contact with the net. Players may not touch the net. If 2 opposing players touch the net simultaneously, the ball is declared dead and is replayed.
- The entire ball must land outside a line to be out-of-bounds.

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- This is a **Co-Rec sport**: any player may hit the ball across the net without contact needed by both males and females.
- A ball hitting the ceiling, lights, rafters, etc. is playable (up to three hits) when it remains in the court-side of the team in play of the ball. A ball that makes contact with the same objects and proceeds to the opposing team's side of the court is rendered a "side-out".

## Legal Play

- The ball must be returned over the net in 3 hits or less.
- It is legal to contact the ball with any part of the body as long as the ball rebounds immediately. It may not "lay" against the body or forcefully kicked. If a player touches the ball or the ball touches a player, it is considered as a play on the ball. Except in the following case: A ball touching the body more than once in succession is legal when played off a hard-driven spiked ball, or blocked and played again by the blocker.
- If 2 players on the same team contact the ball simultaneously, it counts as one contact, and any player may play the ball.
- One may play the ball twice during a volley, but not twice in succession, unless played directly off a block.
- When a ball touches a boundary line, it is considered in play.

## Ball in Play

- If the ball hits the antenna or goes outside of the antenna, the ball will be called out and end the play.
- If a player touches the net during a hit it is an automatic point for the other team and the end of the play.
- The server has five seconds from the time the official's signal to release the ball for service.
- A serve that hits the net and drops toward the opponent's side of the court shall be considered "in play."

## Blocking

- When there are two females and only one male on the front line, a back line player (usually a male) may come up to the front line to block.
- However, no back line player is allowed to spike the ball unless his/her takeoff is behind the ten-foot line.

## Ball Handling (Setting/ contacting ball)

- Both hands must contact all overhead passes (sets) with two hands simultaneously in a clearly distinct manner.

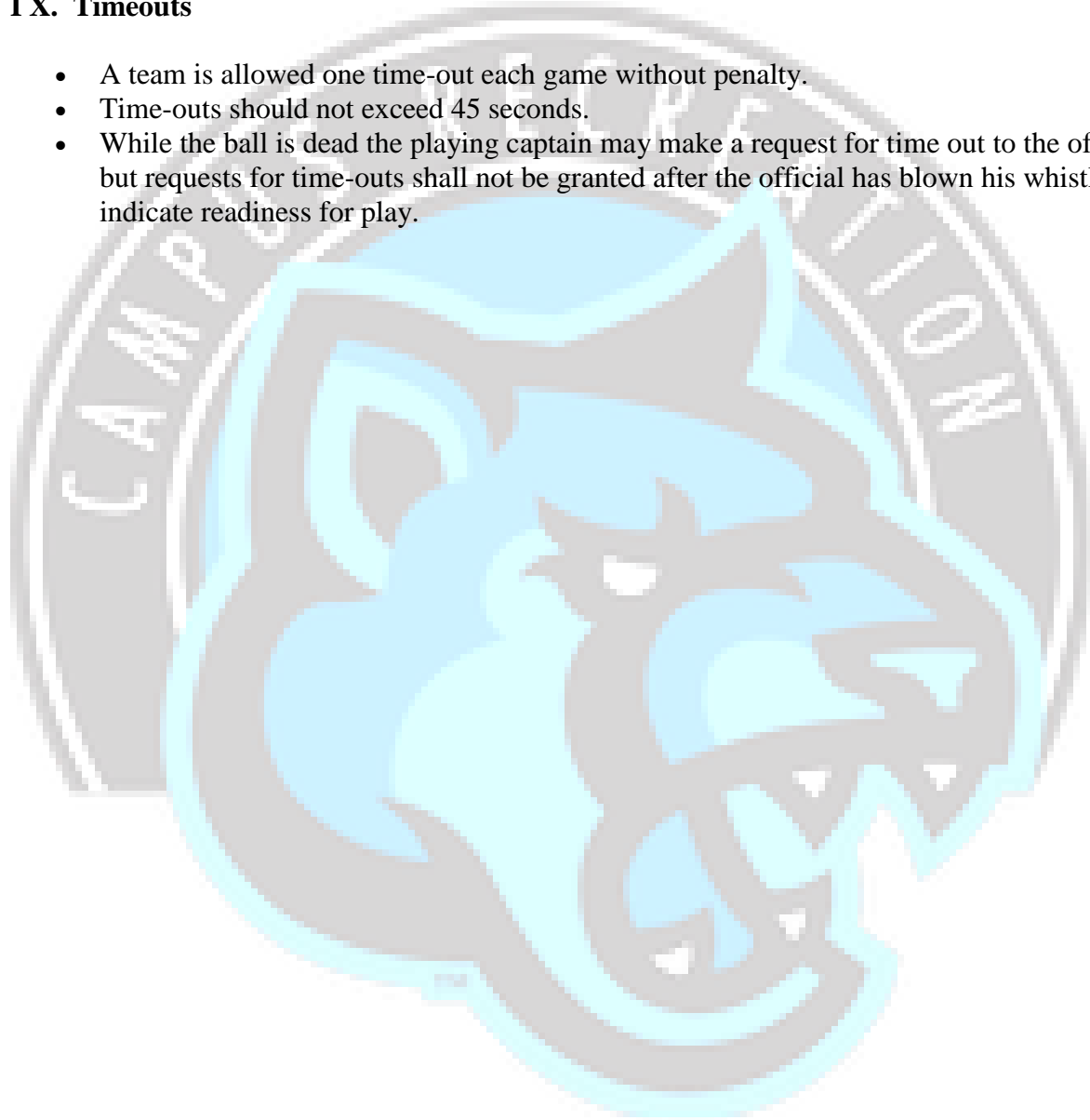
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- The legality of all ball-handling attempts will be at the discretion of the official. His or her interpretation shall be the interpretation that will be used for that match.
- Deep-dish (setting the ball below the waste), hesitation, angled-direction, and one-hand sets will always be critically analyzed by the game official.

## **IX. Timeouts**

- A team is allowed one time-out each game without penalty.
- Time-outs should not exceed 45 seconds.
- While the ball is dead the playing captain may make a request for time out to the official, but requests for time-outs shall not be granted after the official has blown his whistle to indicate readiness for play.



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## Sportsmanship:

Following each game, officials and/or on-site supervisor will evaluate team behavior and award sportsmanship points to all teams. In order to be eligible for playoffs, a team must have an average regular season sportsmanship score of 4. Any team with an average regular season sportsmanship score less than 4 will forfeit their place in the playoffs. During playoffs, a minimum score of 4 will guarantee advancement for the winning team.

5

- Respect shown to the game and staff by the participants, coaches, and spectators. Participants speak to their peers and event staff appropriately at all times. Awarded to teams that show up prepared and are unable to play due to their opponents forfeiting.

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- Participants display disagreement/frustration with decisions of staff/officials in an inappropriate manner. Minor incidents of unsportsmanlike behavior towards opponents, spectators, or staff. Examples include but are not limited to trash talk, cursing, publicly questioning an official's ability, mocking the opponent.

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- Participants are not cooperative with staff. Captains displayed little to no control over their team. Repeated questioning of officiating abilities. Forfeiting a game.

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- Multiple unsportsmanlike penalties, the harassment of the officials, staff, or opponents by spectators.

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- An ejection of any kind.

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- Fighting or any extenuating conduct as deemed by the officials; this includes threatening an employee. Any player on a team that receives a zero may be suspended indefinitely or subject to probation. Behaviors in violation of CSUSM standards for student conduct will be referred to the Dean of Students' Office.

\*\*Any ejection or score of 2 or below may result in a meeting with the Team Sports Supervisor and a possible suspension or expulsion from the league.