

# MIT INTRAMURALS

## VOLLEYBALL RULES

### Eligibility

All team members must have a current DAPER membership and be either:

- A MIT undergrad or grad student who is registered for the semester
- A member of the Staff, Faculty, Instructors, Lecturers or Post Docs
- A member of MIT Alumni Club of Boston (MITCOB) who is registered with DAPER
- A spouse or partner of any eligible player who has an active DAPER membership

### Varsity/Club Sport Eligibility

After gaining permission from their coach, members of MIT club or varsity teams may ONLY compete in the highest level league offered (ie B league if no A league is offered) in the same sport as their varsity/club sport. These members are eligible to participate in any B or C League as well as any A League of a sport different from their varsity or club. In the event that only 1 general league is offered for the IM sport, then varsity and club sport members are ineligible to compete in the same sport as their varsity/club sport.

IM participants may only compete on one team in each league per sport. Roster changes may be made up to the start of playoffs. During this time, players may join, quit, or switch teams. Once playoffs begin, rosters will be locked.

### Sportsmanship

- Proper sportsmanship is expected of all teams at all times.
- Most MIT intramural leagues are not refereed. The captains are expected to control the behavior of their team members.*
- The sport manager reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship.
- Any complaints should be reported to the manager immediately.

### Reporting Scores

-It is the responsibility of the WINNING team's captain to record the score on IMLeagues.com. It will be assumed that there was a double forfeit if no score is recorded 24 hours after the game was played.

### Forfeits

- If the minimum number of players are not present by game time, the other team has the option of calling a forfeit on that team OR waiting 10 minutes.
- If a team does not have the minimum number of players by 10 minutes past the scheduled game start, it counts as a forfeit.
- The penalties associated with a forfeit can be avoided by communicating to the sport manager and opposing captain that you will not be able to field a team. Further advance notice reduces the penalty, as it gives the manager a better opportunity to use that field/court time for other games:
  - \* More than 72 hour advance notice results in no penalty. We will try our best to reschedule the game but are limited by facility space. If the game cannot be rescheduled, it will not count towards your record.
  - \* 24 - 72 hour notice results in loss if game cannot be rescheduled (but no fine)
  - \* Less than 24 hour notice results in forfeit and fine

### Fines

- Fines will be issued according to the IM Handbook Section XII. Refer to the handbook for more information.
- Failure of either team to commence play at game time will cause either or both of them to be charged with a forfeit and a corresponding fine.
  - Failure to attend captain's meeting: \$15
  - Forfeited Matches- First infraction: \$25. Second infraction: \$50 and disqualification from playoffs. Third infraction: \$75 and removal from league.
  - Dropping out of league (once games have been scheduled): \$75

## **Injuries**

-Most intramural games are played on campus within the Z Center facilities. If an injury occurs, send a teammate to summon help at one of the desks within the Z Center. The Z Center staff can provide 1<sup>st</sup> aid and summon additional help if needed.

-Please report any injuries to the Intramural Office via the Injury Report Form (<http://bit.ly/1VwUyAD>)

## **Leagues**

-There will be 4 leagues. Three of these leagues will be “open” leagues: A, B & C, (open to all without male/female ratios to adhere to), and one will be co-rec. The Co-Rec league will be of approximately B skill level, and teams must have at least 2 male players and at least 2 female players on the court at all times\*.

-Leagues may be combined or split at manager’s discretion.

A – Experienced players who may have been playing together for some time (will have playoffs at end of regular season)

B – Majority of team has played the sport but not necessarily on a formal team (will have playoffs at end of regular season)

B, Co-Rec – A coed league where majority of team has played the sport but not necessarily on a formal team. (will have playoffs at end of regular season)

C – A casual league for those who have never played or wish to play leisurely (will NOT have playoffs at end of regular season)

## **Number of Players**

-MIT intramural teams are open to men and women, and there are no male-to-female ratios that need to be adhered to, except in the co-rec leagues (at least 2 males and 2 females on co-ed volleyball teams).

-\*If only 1 female or male is in attendance, the team must play with only 5 players. If no females or males are in attendance, the team must play with only 4 players.

-Each team shall consist of 6 players. A team must have a minimum of 4 players to start a game. Regardless of players registered, up to 12 champion t-shirts will be awarded per team.

-It is expected that Captains ensure all of their players are on their IMLeague roster.

-Roster challenges may be initiated by anyone before, during, or after a match. Any team found to be playing with an ineligible player or a player not on its IMLeagues roster will forfeit the match and face corresponding fines at the discretion of the manager. Teams wishing to file this type of complaint should inform the opposing team captain immediately and the referee, if applicable. Additionally, they’ll need to notify the manager by email about the forfeit.

-Roster changes may be made up to the start of playoffs. During this time, players may join, quit, or switch teams. Once playoffs begin, rosters will be locked.

## **Playoffs**

A & B leagues will have playoffs. Unless the manager requests special conditions, the following guidelines will be used in all IM sports for determining qualifications for playoffs:

1. Total points (a) two points for a win (b) one point for a tie (c) no points for a loss
2. Head-to-head result
3. Goal differential (in case of less common scoring system, the manager will determine the method of goal scoring)
4. Goals for/Goals against
5. Coin toss

## **Equipment**

-All games are played in Rockwell Cage. There are four courts: Court 1 will be the NW court. Moving clockwise around the gym, Court 2 is the NE court, Court 3 is the SE court, and Court 4 is the SW court. (\*Refer to diagram below for locations.) A schematic of the entire gym will be sent out for clarification before games begin.

-If your team does not bring its own ball, a ball can be checked out from the customer service desk outside Rockwell cage with a valid MIT ID. The volleyball nets will be in carts around the perimeter of Rockwell cage.

- Teams playing in the first and last games of the night are responsible for setting up the nets.
- It is the responsibility of each captain to make sure the balls are put away if you don't see that other intramural teams are waiting to play.

### **Game Play**

- You need at least 4 players to start a game, and can have as many substitutes as you desire. However, once the game starts, the rotation cannot be broken.
- Nets will be set at women's height (7' 4 1/8") for Leagues B & C, and Men's height (7' 11 5/8") for League A
- If time expires (the next match is scheduled to begin, or DAPER staff ask you to vacate the court) before the end of the match, the team with the lead at that point will be recorded as the winner.

### **The Serve**

- Server must serve from behind the end line until after contact
- Ball may be served underhand or overhand
- Ball must be clearly visible to opponents before serve
- Served ball may graze the net and drop to the other side for point
- First game serve is determined by a volley, each subsequent game shall be served by the previous game loser
- Serve must be returned by a bump only. No setting or attacking a serve

### **Scoring**

- Rally scoring will be used, meaning there will be a point scored on every score of the ball.
- Offense will score on a defense miss or out of bounds hit.
- Defense will score on an offensive miss, out of bounds hit, or serve into the net.
- Matches will be the best 2 out of 3 games. Games will be rally scoring; each team makes their own calls to their best judgment. The first two games are to 25 points, win by 2 (max at 30). The third game, if necessary, is played to 15 points, win by 2.

### **Rotation**

- Team will rotate each time they win the serve
- Players shall rotate in a clockwise manner
- There shall be 4-6 players on each side.

### **Playing The Game**

- Contact with the ball can be made with any part of the body, including feet.
- Maximum of three hits per side
- Player may not hit the ball twice in succession (A block is not considered a hit)
- Ball may be played off the net during a volley and on serve
- A ball touching a boundary line is good
- A legal hit is contact with the ball by a player body above and including the waist which does not allow the ball to visibly come to a rest
- If two or more players contact the ball simultaneously, it is considered one play and the players involved may not participate in the next play
- A defensive block does not count as one of the allowable contacts.
- A player must not block or attack a serve
- If ball hits obstruction, it remains in play if on the same side of the net; play continues. If ball hits obstruction on way over the net, point goes to opposing team; ball is dead.
- If something occurs during a play that causes controversy, replay the point.

### **Basic Rule Violations**

- Stepping on or over the line on a serve
- Failure to serve the ball over the net successfully
- Hitting the ball illegally ( Carrying, Palming, Throwing, etc. )
- Touches of the net with any part of the body while the ball is in play. 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

- Reaching over the net, except under these conditions a) When executing a follow-through b) When blocking a ball which is in the opponents court but is being returned ( the blocker must not contact the ball until after the opponent who is attempting to return the ball makes contact). Except to block the third play
- Reaches under the net ( if it interferes with the ball or opposing player )
- Failure to serve in the correct order

\*Facility diagram:

- Games will be played in Rockwell Cage
- Courts are labeled North 1, North 2, South 1, or South 2

