

**Note:** Rules are governed by USA Volleyball with the following adaptations. For a complete list of general Intramural Sports Policies, please reference the participants guide at recreation.uconn.edu or on Fusion.

**DIVISIONS OF COMPETITION:**

Men's

Women's

**FORMAT:** This is a 6 player indoor league. Teams will be placed in round robin pool play with the top teams advancing to a single elimination playoff tournament. Games are scheduled from 6:00 PM to 11:00 PM, Sunday through Thursday. All games will be played in the gymnasium located inside the new Student Recreation Facility.

**FORFEIT PROCEDURE:** If a team fails to have the required number of participants at the scheduled game time, the opposing team who is present will have the following options:

1. Take the win by forfeit at that time. No contest will be played.
2. Choose to wait until the opponent arrives to compete. The first game will commence once the opponents arrive with the score at 10-0, in favor of the waiting team. If the opposing team is not ready to play 10 minutes after the scheduled match time, the Intramural Staff will declare a forfeit win for the waiting team.

If neither team has enough players at match time, teams will be given 10 minutes to complete their team. The first game will start with each team having 10 points each, if and when both teams are completed.

**GAME RULES:**

1. **SCORING: All games will use rally point scoring. No cap, win by two. A match consists of a best 2 out of 3 games (25,25,15).**
2. Each team must start the game with six players. Teams may finish with less due to an injury or other reasons.
3. Let serve is in play.
4. No pursuit rule.
5. Substitutions are allowed when the ball is dead. Unlimited substitutions are allowed for a team; however, each entry must be to the same position in the service order.
6. Libero will not be used.

**Other general rules:**

1. If two opponents simultaneously contact the ball and it remains in play, the team receiving the ball is entitled to another three hits. If such a ball goes out, it is the fault of the team on the opposite side.
2. Back row players:
  - a) A back row player **can spike behind the attack line (10 Feet Line) only**. At take-off the foot (feet) must neither have touched nor crossed over the attack line or its imaginary extension. After the attack, the player may land within the front zone.
  - b) A back row player may also carry out an attack-hit from the front zone if at the moment of the contact any part of the ball is below the top of the net
3. When the ball is contacted for a serve, each player must be in their own position. After a serve, a player may cover any section of their own court playing the ball. A deliberate change of rotation is a fault.
4. Any ball landing on the line is inbounds.
5. You cannot block or attack a serve.
6. When serving, the server must stand entirely outside the court behind the end line within the side line boundaries until they strike the ball.
7. The ball may not be caught or thrown.

8. Any part of the body may cross the center line, provided some part of the body remains either in contact with or directly above the centerline, and there is no interference with opponents' ability to play the ball.
9. Contact with the net by a player anytime they are in the action of playing the ball is a fault.

### **MISCONDUCT & SANCTIONS:**

Inappropriate conduct by a team member toward officials, opponents, teammates or spectators will be sanctioned as follows:

1. **Verbal Warning** may be issued for minor unsportsmanlike behavior.
2. **Yellow card**-repeated misconduct or offensive conduct (defamatory or insulting words or gestures). One point is awarded to the other team.
3. **Red card (automatic ejection)-2nd yellow card** or extremely offensive conduct. The ejected player must leave the playing site within a reasonable amount of time. In addition, the ejected player will be subject to Intramural disciplinary procedures

**SPORTSMANSHIP RATING:** Good sportsmanship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. UConn Recreation reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated. **The team captain assumes full responsibility for the conduct of the team and spectators.**

Unsportsmanlike conduct includes actions that are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting. UConn Recreation disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances.

Following each contest, the game officials, intramural manager(s) and scorekeeper will rate each team on their sportsmanship with either an "Acceptable" or "Unacceptable" rating.

### **The following behavior may result in an Unacceptable rating for sportsmanship:**

- Player(s) persistently harass opponents, officials or spectators

### **The following behavior will result in an Unacceptable rating for sportsmanship:**

- The team or individual(s) receive any card issued for unsportsmanlike conduct
- Any member(s) of the team is ejected from the game
- Members of the team or spectators display unsportsmanlike conduct after the conclusion of a game

**Teams receiving their 2<sup>nd</sup> Unacceptable rating in the same season will be removed from the league or playoffs.** Depending on the severity of the incident, a team may be removed from the league and/or face additional sanctions for only one Unacceptable rating.

**The Intramural Managers reserve the right to reevaluate and amend any grade based on team/player's sportsmanship.**

If you have any questions, please contact Kelsey Cato (Coordinator of Intramurals and Tournaments) at 860-486-2357 or by email: [Kelsey.Cato@UConn.edu](mailto:Kelsey.Cato@UConn.edu)



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