MONTCLAIR STATE UNIVERSITY CAMPUS RECREATION

Intramural Volleyball Rules

All MSU School Policies are in effect, including Student Code of Conduct.
All MSU Campus Recreation “Intramurals 101” policies are in effect.

I. PLAYERS
1. We offer 4 Leagues: Men’s, Women’s, Greek, and Open. Our open league is an all-inclusive league. Open teams have no restrictions based on a player’s sex, gender identity, or gender expression.
2. Teams consist of 6 players. (must have a minimum of 4 players to start a match)
   *Only 1 Club Sport Volleyball player can participate on the team.*

II. COURT
GAME TIME IS FORFEIT TIME!
3. All Games will take place in the Student Recreation Center, on the basketball courts.
4. The net will be placed at men's height (7'11").
5. The Volleyball game will be played within the red lines, marked on the gym floor.
6. No bumping or practicing shall take place next to the court while a game is being played. Space is extremely limited, and thus, safety is our number one concern.
7. ONLY drinks are allowed on the courts. ANY team that leaves ANY trash on the court WILL receive an F for sportsmanship. (Sportsmanship is the deciding factor of making the playoffs)

III. GAME PLAY
8. The game will start with the designated home team serving first in game 1 and game 3. In game 3, teams will switch sides when either team has 11 points.
9. Teams play 3-Game Matches, not best of 3. For example, if a team wins the first two games but loses the third; their record shall reflect this and be 2-1. All games played reflect your team record.
10. There is one timeout per team per 3-Game Match. The timeout shall last no more than 30 seconds.
11. Games are played FIRST to 21 points, Rally Scoring.
12. Players that begin a serve in the back row may not attack the ball in front of the 3-Meter Line.
13. Players on the receiving team may not block or attack the ball on a serve.
14. Any ball that touches the ceiling (or any attachments to the ceiling) or any other obstacles outside or above the court will be ruled out-of-play.
15. Fouls include: mishandling of a ball, hitting the ball more than three times in one possession, coming in contact with the net, committing a foot foul while hitting the ball when service is made, interference with the opposing team underneath the net, double hits, contact with the ball in the opponents half before the completion of an opponent’s attack, when a blocker is over the net and the blocker cannot break his wrist when contacting the ball. The penalties for committing these fouls are as follows: 1.) The serving team will lose possession of their serve. 2.) The receiving team will concede the point to the serving team.
16. Players are allowed to have their hand and/or foot completely cross the center line and allow some latitude with other body parts (knee, forearm) to cross partially over the center line. A fault is called when there is interference or safety concern.
17. If the ball is held simultaneously by two opposing players, it is a double fault and the referee will call for a play over. If the ball is contacted simultaneously by opponents and is not held, play shall continue. After simultaneous contact by opponents, the team on whose side the ball falls shall have the right to play the ball for three hits. If after simultaneous contact the ball falls out of bounds, the team on the opposite side shall be deemed as having provided the impetus necessary to cause the ball to be out of bounds and a side out or point will be awarded.
18. The team must rotate properly each time they serve.
19. Players may substitute only for the rotating server on a dead-ball (except in the case of an injury). Any player with blood must leave the game immediately, and may not return until the blood flow has been covered properly, and any clothing with blood on it removed.

20. Any team that does not have the required minimum number of players at game time will lose the first game. Ten minutes later, the same team will lose the second game if it still does not have enough players. Ten minutes later (twenty total minutes), if the team still does not have enough players, it will lose the third game and receive a forfeit. These rules apply to situations when both teams do not have enough players at game time or the 10-minute intervals.

*All rules are subject to change at a moment’s notice and are at the discretion of the Intramural Sports Director. If any participant argues with an official or Director, they may be ejected from the game and/or the field space. If any issues occur, Campus Police may be called.