



VOLLEYBALL RULES

All rules changes for 09/10 will be in this font

The Intramural Volleyball program will use National Federation (High School) rules with the following rule modifications:

1. ALL PARTICIPANTS MUST BRING THEIR CURRENT CREIGHTON PICTURE ID TO ENTER THE KIEWIT FITNESS CENTER (All participants must be a full time student or a KFC member). ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Any player playing for more than one Men's/Women's, or Co Rec Volleyball team will render that player ineligible for both teams and put both teams in jeopardy of forfeit. A player may play on one Men's/Women's Volleyball team and one Co Rec Volleyball team only. Creighton Intramural Sports guidelines concerning eligibility are in effect. For further eligibility information go to the IM WEB SITE (go to the bottom of the page, click POLICY MANUAL, and scroll down to the heading: ELIGIBILITY).
2. Teams will play a round robin regular season plus play-offs. Play-off games will be posted on the IM web page at the end of the regular season. All teams must be prepared to play play-off games on days and times that are different from their regular season schedule. It is highly recommended to carry additional players on your roster. If you know of any conflict you need to notify Bob Denney 280-5827, prior to the posting of the play-offs. Once posted, play-offs games will not be rescheduled unless there is inclement weather.
3. All players must agree to the following: ***Intramural Sports activity. I acknowledge that participation in the activity may involve the risk of bodily injury, property damage, or any other danger. I freely assume all risk of loss, property damage, or personal injury, including death, that may be sustained by me as a result of participating in the activity, whether caused by the negligence of Creighton University, its agents and employees, or otherwise. I hereby release, waive, and discharge Creighton University, its Board of Directors, and its agents and employees from all liability to me, my personal representatives assigns, heirs, and next of kin, for all loss or damage and any claims or demands thereof, including attorney's fees, on account of injury to myself or my property. I agree to indemnify, defend, and hold harmless Creighton University and any of its directors, employees, and agents from any and all claims and cost arising directly or indirectly as a result of my participation in the activity.***
4. The team captain or a team representative must attend the captain's meeting. Failure to attend a captain's meeting will result in the team not qualifying for the play-offs.
5. Game time is forfeit time. The court officials and supervisor declare forfeits.
6. A team shall be composed of six players, but may start with as few as four.
7. Substitutes enter the game by rotating in at the serving position. Players must rotate into the game in the same order throughout each game. EXCEPTION: the player who will be the next substitute may substitute out of order for an injured player; the injured player may not return in that game.
8. All jewelry must be removed prior to the start of the game. PENALTY: delay of game (loss of timeout).
9. All players must wear athletic shoes with non-marking soles.
10. All matches consist of best 2 out of 3 games to 25 points (Rally scoring) with 27 point cap. Each serve results in a point scored for a team. If the serving team wins the point, they score one point and continue serving. If the receiving team scores a side out, they also score one point and then serve.
11. If the teams split the first two games, a third game to 15 points will be played. As in the first two games, a team must have a two point advantage to win the game, unless the game is tied at 16-16 in which case the 17 point cap is enforced.



12. The official will conduct a coin toss prior to the match to determine side and first service. Teams will alternate side and first service for the second game. If a third game is necessary, another coin toss will be used to determine side and first service.
13. If play is interrupted (e.g., by a ball rolling onto the court from an adjacent court), play will be resumed with a replay.
14. Kiewit Fitness Center ground rules: all overhead apparatus (basketball hoops and supports, beams, lights, and ceiling), walls, curtains, and adjacent courts are out-of-bounds.
15. Playing the ball: A team has three hits in which to legally return the ball to the opponents' side of the net. A player may use any part of the body above the waist when playing the ball. The ball must be clearly batted or allowed to rebound off of the body - it may not be caught, thrown, allowed to roll on the arms, or come to rest when in contact with the body. To avoid illegal hit violations, it is recommended that players not slap or swing at the ball with two hands above their head or "scoop" the ball with an open-handed underhand motion. No player may touch the ball twice in succession (EXCEPTIONS: multiple contacts on one attempt to play the ball is legal if it occurs on a team's first hit after a hard driven spike; a touch on a block does not count as a hit).
16. It is legal to "set" a serve.
17. Attacking: An attack is any hit (including spikes, tips, and sets) that sends the ball over the net when the ball is completely above the height of the net. Back row players may not attack a ball if they are on or in front of the 10-foot line. No player may attack a ball that is completely on the opponent's side of the net. It is illegal to attack the serve.
18. Blocking: Only front row players may block. A block does not count as a hit. Blockers may play the ball after it breaks the plane of the net. Blockers may play the ball on the opponents' side of the net only after the opposing team has completed its attack. It is illegal to block a serve.
19. Each team is allowed two thirty-second timeouts per game.
20. Unsportsmanlike conduct will not be tolerated. First and foremost every individual that participates or is a spectator is responsible for their own behavior. Every intramural participant is expected to behave in a manner that respects and promotes the dignity of all persons. Any conduct that is demeaning or harmful to another person will result in player ejections and team forfeits. Game officials/IM supervisors are empowered to end games if individual player, spectator, and coach safety is in question. Teams will be penalized for unsportsmanlike acts committed by their players, bench personnel, and/or fans. Any team that commits multiple unsportsmanlike conduct infractions during the season/play-offs will be dropped from the program. An ejected player is suspended indefinitely and must meet with the Assistant Director for potential reinstatement.
21. Only team captains may address the official. Captains are responsible for the conduct of all players, bench personnel, and fans.
22. The serving area includes the entire end line, from sideline to sideline.
23. The net setting in the KFC for Men's and Co Rec is 42/43 and Women's is 24/25.



CO-REC RULE MODIFICATIONS

1. Teams shall consist of three women and three men. *New for 09/10: A team may play with 5 players, with no more than 3 of one gender. A team must have a minimum of 4 players (2 men, 2 women) to start the game. Front and back row players must be designated when less than 6 players are used.*
2. Substitutes may enter the game for players of their own sex only. EXCEPTION: a female may replace an injured male player if no male substitute is available; the injured player may not reenter the game.
3. If the ball is hit more than once, a player of each sex must play the ball before it returns to the other side of the net. The order is irrelevant. A block does not count as a hit for the purposes of this rule.
4. Any front row player may attack or block the ball regardless of sex.
5. The net will be placed at the regulation men's height.

Revised 10/5/09