

National Federation of High School (NFHS) rules will be used with in-house LSU UREC modifications.

## RULE ONE: THE GAME, FIELD, PLAYERS

### Section One: General Provisions

#### A. Eligibility

- a. This activity will be conducted according to standard eligibility rules as set forth in the current LSU University Recreation's Intramural Sports Participant Handbook.
- b. Participants must be listed on their respective team rosters prior to participating and an LSU Tiger Card must be shown prior to entering a contest.
- c. The participation by an ineligible player will subject the offending team to forfeiture of the contest in which the ineligible player participated, and possible removal from the leagues.

#### B. Players

- a. The game shall be played between two teams of six (6) players each on the court.
- b. A team may begin a game with a **minimum of four (4)**. **All patrons are under the jurisdiction of the Intramural Sports Staff from their moment of arrival to their time of departure.**
- d. CoRec teams must have at least three (3) males and three (3) females if starting with six (6).
- e. Only two club or former college volleyball players (one (1) year removed) are allowed per team.

#### C. Sportsmanship Rating

- a. The Intramural Sports Program expects all participants to conduct themselves in a sportsmanlike manner. **In order to be eligible for the playoffs, a team must have a sportsmanship rating of at least 2.5 over the regular season.** During playoffs, a sportsmanship score of at least (3) each game will guarantee advancement for the winning team. A winning team with sportsmanship of 0-2 will be reviewed by the staff to determine if they advance. Following the game, officials evaluate and issue sportsmanship points to all teams. The breakdown of points is as follows:

#### **4 (Exceptional)**

A sportsmanship of 4 will be given for an Exceptional contest. Teams, spectators, and affiliates were all overly respectful and courteous towards the opposition and/or all UREC staff.

#### **3 (Normal)**

A sportsmanship of 3 will be given for a contest that runs normally.



# Indoor Volleyball

Intramural Sports

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A sportsmanship of 1 reflects a team who had little to no control over team members and spectators. The team constantly showcased questionable activity and showed no respect for the opposition and/or all UREC staff.

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- b. The captain winning Rock, Paper, Scissors shall have a choice of options for the 1<sup>st</sup> game. The options shall be:
    - i. To choose whether his/her team will start serving or receiving
    - ii. To choose the half of the floor his/her team will play on.
    - iii. The captain, not having the 1<sup>st</sup> choice of options for the game, shall exercise the remaining option.
  - c. If a match requires a 3<sup>rd</sup> game, Rock, Paper, Scissors should be repeated.
- B. Keeping Score
- a. A match is the best of three games. Teams will play until one team has won two (2) games.
  - b. Each of the first two games will utilize rally scoring and be played to 25 (win by two). If the game continues past the 25 points, the first team to reach 30 should be declared the winner.
  - c. If a third game is needed to decide a winner, the game will be played to 15. 1.6 (e)-4 (st 10.6 (e)-4) (t)-8 (h)10.6 (e)-4



# Indoor Volleyball

Intramural Sports

## RULE THREE: POSITIONING

### Section One: Player Positions

#### A. Positions

a. The positions, in order of rotation for service, are:

- i. Right Back
- ii. Right Front
- iii. Center Front
- iv. Left Front
- v. Left Back
- vi. Center Back

#### B. Service

a. At the time of the service, all players, excluding the server, should be within the team's playing half.

b. All players should remain in correct service order.

- i. The Lef.0a(k)T0 Tc 0 Tw 4.205 0 Td( -1.216 Td(b)-/TT2 1 T)11 (/21 T)11 (/21 T)11 (/21 C1. [0 Tw 20

- f. The receiving team may **NOT** block a serve.
- g. A service is illegal and the ball remains dead if the server:
  - i. Hits the ball illegally
  - ii. Is touching the end line or the floor outside the service area when the ball is contacted
  - iii. Is out of serving order
  - iv. Deliberately serves before the official's signal to serve
  - v. Releases the ball for service and catches or drops it multiple times before a point is awarded
- h. A service is a fault and becomes dead when the ball:
  - i. Does not legally cross the net
  - ii. Crosses the net entirely between the tapes
  - iii. Lands out of bounds
  - iv. Touches the ceiling or other obstruction
- i. If, on a serve attempt, a receiving player is out of position:
  - i. And the ball is served illegally, the serving team is penalized
  - ii. And a service fault occurs, the receiving team is penalized

### Section Two: During Play

#### A. Live Ball

- a. A live ball is a ball legally in play, from the moment it is contacted by the server to the moment the ball becomes dead.

#### B. Dead Ball

- a. A dead ball occurs when an official suspends live ball play and ends when the next service is legally made.
- b. A live ball becomes dead when:
  - i. The ball does not pass entirely between the tapes
  - ii. The ball lands out of bounds
  - iii. The ball contacts an obstruction and is not legally played next by the offending team
  - iv. The ball becomes motionless in the net or on an obstruction
  - v. The ball touches the floor
  - vi. The ball contacts a non-player in a playable area
  - vii. A player commits an infraction
  - viii. An official's whistle or timer's audio signal sounds

#### C. Contact

- a. A contact is any touch of the ball by a player
- b. A hit is a contact which is counted as one of the team's three (3) allowable plays before the ball must be returned to the opponent.
- c. When a team's first contact is simultaneous contact by opponents, or an action to block, the next contact is considered the team's first hit.
- d. A ball has crossed the net when:
  - i. It has passed completely beyond the vertical plane of the net
  - ii. It is partially over the net and is contacted by an opponent
  - iii. The ball is legally blocked
- e.

- i. There exists simultaneous contact by teammates
- ii. There exists simultaneous contact by opponents
- iii. A player, who first contacts as a block, commits the next legal hit after the contacted block

#### D. Actions

- a. Front line players may contact the ball from any position inside or outside the court except while positioned completely across the center line extended.
- b. Back line players positioned behind the spiking line may contact the ball from any position inside or outside the court.
- c. Back line players shall not:
  - i. Participate in a block or attempt to block
  - ii. Return a ball that is completely above the height of the net while positioned:
    - 1. On or in front of the spiking line extended
    - 2. In the air, having left the floor on or in front of its spiking line extended
  - iii. Play a ball while positioned completely across the center line or its out of bounds extension
- d. A player may touch the floor across the center line or its out of bounds extension with one or both feet, provided a part of the foot remains on or above the center line. Contacting the floor across the center line extended with any other part of the body is illegal.

#### E. Net Play

- a. A ball contacting and crossing the net shall remain in play provided contact is within or above the tape markers and entirely within the net antennas.
- b. Recovery of a ball that is hit into the net is permitted.
- c. A player shall not contact a ball which is completely on the opposing side of the net unless it is a



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### RULE SIX: PROTESTS

#### Section One: Protests

- A. Types
  - a. Illegal player or players. The protest must be made while the players are still in the game and before the officials leave the playing field.
  - b. Ineligible player. The protest must be made within 24 hours of the end of the game. The Intramural Sports staff will rule on the protest.
- B. Procedures
  - a. Team captains must initiate protests. The Intramural Sports staff on site, including officials and supervisors will determine the next action to take place.