

Indoor Volleyball

All players must be registered on the team's roster prior to being eligible to participate in any games.

All players and staff are required to be vaccinated or have a university-sanctioned exemption and may be required to show their proof using the Shenandoah Go App.

New for spring 2022: Team registration is free, however, if a team forfeits a game they will be required to pay a forfeit fee in order to remain in the league. For Indoor Volleyball, because teams may play on back-to-back nights, a team that forfeits will have 2-business days to make a payment for their forfeit at Hornet Central. The payment form will be emailed to the captain following the forfeit.

1st team forfeit = \$10 to remain in the league

2nd team forfeit = \$15 to remain in the league

3rd team forfeit = Team removed from the league

*if a team has multiple games in one night and forfeits more than one, only one forfeit fee will be charged to remain in the league.

Rule Highlights for Indoor Volleyball:

- Games are played 6 v 6 - **must have 3 players to start and finish a match**
- Blocks do not count as one of the three permissible hits
- Any part of the body is considered a legal hit
- Point Penalties for being late:
 - 1 - 2 minutes late = 3 points
 - 3 - 4 minutes late = 6 points
 - 5 - minutes late = **8 points and the game is over and the score will be recorded as 8-0**

COVID SPECIFIC GUIDELINES:

- Masks are required for all players, spectators, and staff during Indoor Volleyball, they must cover both the nose and mouth correctly. (**updated 2/4/22**)
 - Referees will use handheld whistles and be required to follow the same protocols as players
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Official Game:

- A volleyball match consists of the best of three games.
- Rally scoring rules apply to all three games.
- The first two games go to 25 points, and win by two, with a 27pt cap.
- The third game will be played to 15, and win by two with a 17pt cap.
- Teams consist of 3-6 players on the court. The following gender combinations are permitted for Indoor Volleyball. **Under no circumstances can a team have more than 3 males on the court at one time:**

- 3-players:
 - Any combination of genders
- 4-players:
 - 4-non-males, 0-male
 - 3-non-males, 1-male
 - 2-non-males, 2-males
 - 1-non-male, 3-males
- 5-players:
 - 5-non-males, 0-male
 - 4-non-males, 1-male
 - 3-non-males, 2-males
 - 2-non-male, 3-males
- 6-players:
 - 6-non-males, 0-male
 - 5-non-males, 1-male
 - 4-non-males, 2-males
 - 3-non-male, 3-males

Boundary Lines/Attack Lines:

- Boundary lines are considered in play.
- If the ball hits the ceiling or basketball hoop on your side and then goes over the net, the ball is dead and will result in a side out or point
- If a ball hits the ceiling or basketball hoop on your side and returns down on your side, you may play the ball
- All back row players may only attack from behind the attack line

Net:

- A side-out or point will be ruled against any player who touches the net with any part of their body
 - The only exception is if the ball is driven into the net hard enough to make the net touch a player
 - If you go under the net, a point or side-out will be ruled
 - A player may not reach over the net except for a follow-through swing and blocking a ball as long as the opposing player touches it first
 - A player may not reach over the setter.

Hits:

- Each team gets three hits
- The ball must go over on the third hit
- Blocks do not count as a hit
- Any part of the body is considered a legal hit
 - If playing the ball with your foot, your foot must remain in contact with the ground

Serves:

- All serves must be from behind the backline.
- The server must wait for the official to signal before serving
- Players must rotate in a clockwise direction, and serve in the same order for the entire rotation
- Players may not attack or block a serve
- Let serves or “net serves” – serves that hit the top of the net and going over – are allowed

Replays:

- Replays are at the discretion of the head official

Substitutions:

- Substitutions may be used by rotating players in a clockwise rotation, remaining in the same service order throughout the duration of the game
- No player-for-player substitutions will be permitted

Player Conduct:

- A player who receives two yellow cards or one red card in a game will be ejected
 - That player must leave the facility and not return for the duration of that evening
 - Any player ejected from a game must meet with the Director of Campus Recreation & Wellness prior to being eligible for any future Intramural Contests
- Campus Recreation & Wellness reserves the right to contact DPS and/or to submit a “Student of Concern” report in order to properly document a situation with the university
- Any player who receives any combination of three cards during a season may not play for the remainder of the season

Spectators:

- All non-rostered individuals must remain along the backcourt walls (near the bleachers & the doors)
- All spectators will be required to be masked at all times
- Spectators will be held to the same sportsmanship and [conduct](#) standards as participants and may be ejected for violating sportsmanship rules