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.

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**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

**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