

# 6v6 Open Indoor Volleyball Rules

**ALL PLAYERS MUST HAVE THEIR UMBC “BLACK & GOLD CARD” ID AT EVERY GAME TO PLAY!**

*Any rule not specifically covered will be governed in accordance with the USA Volleyball rules. Modifications have been made to suit UMBC Intramural Sports programs.*

## **Eligibility**

A participant may be:

- A UMBC student
- A UMBC faculty or staff member
- A UMBC staff member

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc.) is a violation of the UMBC Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member to regain possession of their identification card.

See Intramural Sports Handbook for all other eligibility information.

## **Levels of Play**

*Open:* In open leagues, there are no minimum gender-specific requirements to be approved to play. A team may be composed of any number of men and/or women but must meet the minimum player requirements as designated by each sport.

## **Equipment**

- Jewelry is not permitted. Medical or religious medallions must be removed, taped, or sewn under the uniform.
- A head sweatband is permitted; hats with bills, bandanas, and non-religious head covers are not permitted.
- Rubber, cloth, or elastic bands may be used to control hair. Hard items such as beads, barrettes, and bobby pins are not permitted.
- A guard, case, or brace made of hard and unyielding leather, plaster, pliable plastic, metal or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.
- Knee and ankle braces that are unaltered from the manufacturer’s original design/production and do not require additional padding shall be permitted.
- Knee and ankle braces that are altered from the manufacturer’s original design/production shall be permitted as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least ½-inch foam rubber (or ¼ inch closed cell, slow recovery foam rubber).
- Shin guards and mouthpieces are not required, but they are highly recommended.
- Participants may not play while wearing exposed zippers, metal snaps or exposed metal on clothing and/or equipment.
- The use of any hard or dangerous head, face, or body protection equipment is illegal.
- Baseball Cleats are prohibited. It is illegal to wear metal spikes, screw in cleats with metal studs or a molded shoe with a cleat on the toe.

*Our program will provide a game ball and jerseys for each team but do recommend teams coordinate shirt color prior to contests.*

## **Captain Responsibilities**

- **Roster Management**
  - Ensure their team members follow all eligibility requirements and are approved on IMLeagues before each contest. Team captains are also advised to seek clarification on special eligibility requirements, if necessary.
  - Responsible for communicating game time, location, and ID policy to teammates.
  - Ensure teammates have a valid Black & Gold Card at game time to check in.
- **Manager Meeting**
  - Before the start of each sport season, a meeting will be held to cover responsibilities of the manager, as well as rules for the sport. Teams will not be approved to play without a representative from each team present or meeting with a professional staff member at another time. Attending the meeting does not guarantee any team a spot in the intramural sports season.
- **Forfeits & Defaults**
  - There will be a 10-minute grace period given to teams with at least one player present at game time, but less than the minimum number required to begin play.
  - If a team accrues two forfeits during the regular season, they will be ineligible to participate in playoffs, but may be permitted to play in the remainder of their regular season games.
  - **Forfeit Penalties**
    - First forfeit = 50% loss of deposit.
    - Second forfeit = 100% loss of deposit.

## **Players**

- **Team Composition**
  - Each team shall consist of six players on the court. A minimum of four players is required to start a match.
    - If only four players are available, the person in the serving position is considered the only person in which the back row restrictions apply.
  - If during a game, a team has fewer than four eligible players (e.g. injury), the game may continue at the official's discretion.
  - Substitutions may be made when the ball is dead, upon making a request to either referee. The two options for making substitutions are as follows:
    - Spot for Spot: Players may substitute into a spot in the replacing a specific player each time. This may occur only after a side-out and before their team's service.
    - Cycle: Players may substitute after a side-out; every substitute enters in the same location and a teammate must rotate off. Order of service is never disturbed. An unlimited number of re-entries is allowed in this option.

## **The Game**

- **Start of Game**
  - A coin toss will determine who serves to begin the first game of the match. The captains call the toss of a coin or play rock-paper-scissors. The winner of the toss chooses service, receive or choice of side of the court to play for the first game. The loser of the toss may choose one of the two remaining options.
  - A new coin toss or rock-paper-scissors will be performed if a third game is necessary.
  - After each game of the match, teams will switch sides of the court.
- **Timing**
  - Games are scheduled every 45 minutes.
  - All matches will be played best two of three games.
  - The first two games are played to 21 points. Teams must win by two with a cap of 23.

- The third game, if necessary, is played to 15 points, with a cap of 17. Teams will switch sides of the net every 8 points scored.
- **Timeouts**
  - The captain may make requests for a time out when the ball is dead.
  - Teams are allowed one 30-second timeout per set with a maximum of three timeouts per match.
  - Timeouts do not carry over to the next set.
- **Scoring**
  - All games are played by rally scoring.
  - A point is scored by the serving team if the ball lands inside the court on the receiving team's side, the receiving team is unable to return the ball over the net, or if the receiving team commits a fault.
  - A point is scored by the receiving team if the ball lands inside the court on the serving team's side, the serving team is unable to return the ball over the net, or if the serving team commits a fault.
  - **Mercy Rule**
    - There is no mercy rule in Indoor Volleyball.
- **Rules**
  - **Playing Area**
    - The walls are out of play.
    - A player cannot enter an adjacent court in order to play the ball.
    - Low obstructions (i.e. basketball backboards in the down position) are judgment replays when the ball makes contact. If the ball contacts piping and/or the basketball backboards when raised in the upward position, the ball will be playable so long as the ball returns to the same side of the court.
    - All air ducts on the ceiling will now be playable if the ball comes down on your side. Anything that keeps a ball in from going out on the walls, netting, or ducts coming out of the walls will be out of bounds.
  - **Service**
    - The server shall have five seconds after the first referee's whistle for service in which to contact the ball for service.
    - The service is considered good when the ball passes over the net between the antennae or their infinite extensions. If the ball hits the net and still goes over, the ball can be played.
    - The team not serving to start the match will serve to start the second game.
    - The team who receives the ball for service shall rotate one position clockwise before serving.
    - The player(s) of the serving team must not, through screening, prevent the receiving player from watching the server or the trajectory of the ball. Screening is illegal and a fault.
    - At the time the ball is contacted for the serve, the placement of players on the court must conform to the service order (server is exempt from this requirement).
  - **Net Play**
    - A player's hair touching the net is not considered a foul.
    - Players are now permitted to penetrate the opponent's court beyond the centerline with the hand and foot. Touching the opponent's area with a hand or foot is not a fault providing that some part of the encroaching foot or feet remains on or above the center line.
    - A ball, which has penetrated the vertical plane above the net, may be played by either team.
  - **Faults**
    - Each team is allowed a maximum of three successive contacts of the ball in order to return the ball to the opponent's area.

- The ball may be contacted by any part of a player's body which does not allow the ball to visibly come to rest or involve prolonged contact with a player's body.
  - Players may have successive contacts of the ball during blocking and during a single attempt to make the first team hit of a ball coming from the opponents, even if the ball is blocked, provided the ball is not held or thrown.
  - When the ball visibly comes to rest momentarily in the hands or arms of a player, it is considered as having been held. The ball must be hit in such a manner that it rebounds cleanly after contact with a player. Scooping, lifting, pushing, or allowing the ball to roll on the body shall be considered to be a form of holding.
  - A player is not allowed to attack the ball on the opponent's side of the net. If the ball is contacted above the attacker's side of the net and then the follow through causes the attacker's hand and arm to cross the net without contacting an opponent or the net, such action does not constitute a fault.
  - Back row players cannot jump on or in front of the 10-foot line to attack the ball when it is completely above the height of the net.
  - A double fault occurs when players of opposing teams simultaneously commit faults. In such cases, the first referee will direct a play over.
  - If faults by opponents occur at approximately the same time, the first referee shall determine which fault occurred first and shall penalize that fault. If it cannot be determined which fault occurred first, a double fault shall be declared.
  - All faults shall result in the opposing team being awarded a point.
- **Blocking**
- May be legally accomplished only by players who are in the front row at the time of service.
  - Back row players may not block or participate in a block, but may play the ball in any other position near or away from the block.
  - Any player participating in a block shall have the right to make the next contact, such contact counting as the first of the team's three hits.
  - Blocking or attacking a served ball is a fault.
  - Blocking of the ball across the net above the opponent's playing area shall be legal provided that such block is:
    - After a player has attacked the ball, or in the first referee's judgment, has intentionally directed the ball toward the opponent's playing area
    - After the opponents have completed their three hits
    - After the opponents have hit the ball in such a manner that the ball would, in the first referee's judgment, clearly cross the net if not touched by a player, provided no member of the attacking team is in a position to make a legal play on the ball
    - If the ball is falling near the net and no member of the attacking team could reasonably make a play on the ball

## **Protests**

### *Rules Protest*

Questions pertaining to interpretation of rules on the part of Intramural Sports Officials must be addressed by a team representative, their captain, to the nearest referee or supervisor, prior to the next live ball. No protest that involves the judgement of the official(s) shall be upheld. The judgement of the official(s) is final. If a team feels a referee made a misinterpretation of a rule, the captain shall:

1. Request a timeout
2. Inform an official or supervisor of rule interpretation protest
3. If corrections are necessary, the official or supervisor shall rule immediately and the team shall not be charged a timeout; however, if the staff interpretation was correct, the team will be charged with a timeout.

4. If the team still is in disagreement, a Protest Form should be obtained from the Intramural Sports Supervisor on site and be completed. The contest will continue from this point under protest and official ruling will be provided from a professional staff member via email.

### *Eligibility Protest*

Protests involving player eligibility must be called to the immediate attention of the Intramural Sports Supervisor prior to the completion of the contest while the protested individual is present. Participants may not make eligibility protests after the completion of the contest. A Protest Form should be obtained from the Intramural Sports Supervisor and completed. The contest will continue from this point under protest and official ruling will be provided from a professional staff member via email.

### **Sportsmanship**

The team captain is responsible for the actions of their team and their spectators. Additionally, the captain will ensure that their team is familiar with the rules of play and intramural sports policies and procedures. Sportsmanship is a vital component for success in every intramural contest. Participants and spectators are expected to display good sportsmanship toward opponents and the intramural sports staff at all times.

### *Unsportsmanlike Conduct*

Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during or after a contest. No player or team shall:

- Use foul, derogatory, non-inclusive language, threaten or verbally abuse any other participant or intramural employee before, during or after the game.
- Participate in a game for which they are ineligible.
- Argue or dissent Intramural Sports Staff.
- Intentionally strike, push, trip or flagrantly foul another participant, spectator or Intramural Sports Staff member.
- Mistreat the facility, equipment or supplies of UMBC and/or the Recreation and Physical Education Department.

### *Unsportsmanlike Conduct Penalties*

Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by Intramural Sports Staff. Any player receiving two conduct warnings in one game or ejected from a game is required to leave the confines of the facility and meet with a professional staff member. The player will be suspended indefinitely from ALL intramural sports programming until a meeting is held to review reinstatement implications.

### **Playoffs**

For all teams who meet the playoff eligibility requirements, teams will be offered the opportunity to compete in a single-elimination bracket following the conclusion of the regular season based on the seeding criteria:

1. Winning Percentage
2. Point Differential (Final)
3. Head-to-Head
4. Sportsmanship Rating

Playoff seeding can be found on IMLeagues.

*For any questions or clarifications, please contact the Intramural Sports Coordinator.*