Any intramural rules or policies not mentioned here can be found in the Intramural Handbook. By participating in Intramural Sports, the participant agrees to abide by all Intramural rules and policies.

1. Sportsmanship

1.1 Campus Recreation uses a four (4) point sportsmanship scale.
1.2 In order to qualify for playoffs, teams must secure a ‘3.0’ average during the regular season.

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
</table>
| 4.0 | • Always respectful to officials and opposing team.  
|     | • Does not argue or complain with or about the officials.  
|     | • Does not comment about officials’ calls. |
| 3.0 | • Usually respectful to officials and opposing team.  
|     | • Minimal arguing/complaining about officials’ calls.  
|     | • One yellow sportsmanship card issued. |
| 2.0 | • Disrespectful to officials and opposing team (i.e., taunting, profanity, etc.).  
|     | • Several instances of arguing or complaining.  
|     | • Multiple yellow sportsmanship cards or one red sportsmanship card issued.  
|     | • One ejected player. |
| 1.0 | • Excessive arguing or complaining.  
|     | • Any contact or provocation of officials or opposing team members.  
|     | • Multiple red sportsmanship cards issued.  
|     | • Any player involved in a fight. |
| 0.0 | • Team and/or players are out of control.  
|     | • Multiple persons on team fighting.  
|     | • Very disrespectful to officials.  
|     | • Destruction or abuse of UC property.  
|     | • A team that receives a "0" rating will be suspended from competition until its captain meets with the Assistant Director or Coordinator of Intramural Sports. The team may be removed from competition. |

2. Eligibility/Rosters

2.1 All players on a team’s roster must be both current Campus Recreation Center Members *AND* current UC student, faculty, or staff.
   2.1.1 Full time students are automatically members of the Campus Recreation Center.
   2.1.2 Part time, co-op, branch students, and faculty/staff must purchase a membership at the Campus Recreation Center to be eligible for intramural play. For membership information please visit the Campus Recreation Center Member Services Desk.
2.2 A player who plays on a team in the regular season is eligible for playoffs. Captains cannot add players to rosters during playoffs.
2.3 A team may have up to 12 people on its’ roster.
2.4 Per sport, per season, individuals may only play on one team from each column:

<table>
<thead>
<tr>
<th>Column 1</th>
<th>Column 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Independent Fraternity</td>
<td>Coed A</td>
</tr>
<tr>
<td>Men’s A</td>
<td>Coed B</td>
</tr>
<tr>
<td>Men’s B</td>
<td>Coed</td>
</tr>
<tr>
<td>Men’s Sorority</td>
<td></td>
</tr>
<tr>
<td>Women’s</td>
<td></td>
</tr>
</tbody>
</table>

3. **Players**

3.1 Teams play with four (4) players on the court during play. Teams may start with a minimum of three (3) players, but may not continue with less than 3.

3.2 *Coed teams* may consist of any of the following combinations: two (2) males/two (2) females, one (1) male/two (2) females, two (2) males/ one (1) female. Any other combination is not allowed.

4. **The Court**

4.1 Boundary lines are considered in bounds.

4.2 The following plays are considered out of bounds:

4.2.1 Any ball that contacts an antenna, or any part of the net outside the antennas (net, officials, official’s stand).

4.2.2 Any ball hit over the net, outside the antennas.

4.2.3 Any ball that strikes a wall.

4.3 A ball that strikes the ceiling is still considered playable, as long as it remains on the side of the team that last played the ball.

4.4 A ball that strikes a basketball backboard and/or hoop will be replayed, provided a player is in reasonable position to play the ball.

4.5 It is legal to touch the center line when making a play. It is illegal to completely cross the center line with a hand/foot, or other body part.

4.6 If a ball from another court comes into the field of play, the official will immediately stop play and signal a replay.

5. **Equipment**

5.1 **ALL JEWELRY IS PROHIBITED.** Offending teams will be penalized one point (and a side-out if serving).

6. **Game Timing, Timeouts, and Scoring**

6.1 All games will be rally scoring.

6.2 A match will consist of the best two (2) out of three (3) games.

6.3 The first two (2) games will be played to 25 points, win by two (2). However, there is a 30-point cap.

6.3.1 If a game is tied 29-29, the winner of the next point wins the game.
6.4 The third game (if necessary) will be played to 15 points, win by two (2). However, this is a 15-point cap.
6.4.1 If a game is tied 14-14, the winner of the next point wins the game.
6.5 Each team is allowed one (1) time-out per game.
6.6 A coin toss in the initial captain’s meeting will determine who decides serve/receive and side.
6.7 Forfeits – A forfeit is declared if a team does not have four (4) eligible players at 10 minutes after the schedule game time.
6.8 Late penalties – Teams that show up late will incur the following penalties:
   6.8.1 One (1) to five (5) minutes late – Opponent will receive five (5) points and serve.
   6.8.2 Six (6) to nine (9) minutes late – Opponent will receive 10 points and serve.

7. Substitutions and Liberos
7.1 There is no limit to the number of substitutions allowed.
7.2 Substitutions may only occur during dead balls.
7.3 In coed, a male must substitute for a male, and a female must substitute for a female.
7.4 Teams can elect to substitute in one of two ways. Teams may not use both methods of substitutions concurrently.
   7.4.1 Person for person – The substitute enters the same spot as the player leaving the court. Once this substitute has substituted back out of the game, he or she may only re-enter the game for the person he or she replaced during the initial substitution.
   7.4.2 Entire team rotation – Substitutes all enter the server’s position in the same order throughout the game.

8. Serving
8.1 A serve must be contacted within 10 seconds after the official’s signal to serve, otherwise a side-out is issued.
8.2 A re-serve will be called if a server releases the ball than catches it or drops to the ground.
8.3 The ball may be served anywhere behind the back line between the sidelines extended. It is illegal to step on or cross the end line before striking the ball during a serve.
8.4 Players may not block or spike a serve above the height of the net.
8.5 Prior to the ball being served, all players (except the server) must be in bounds. Once the ball is served, players may move anywhere on the court.
8.6 If a ball contacts the net and lands in play on the opposing side, the ball is considered “live.”

9. Gameplay
9.1 Each team is allowed three (3) contacts on its side of the net.
9.2 Contacts below a player’s waist are illegal. No kicking is allowed.
9.3 The ball may not visibly come to rest on the player’s hands, fingers, or any other part of the body.
9.4 Simultaneous Contacts:
   9.4.1 On the same team - will count as one contact, and either player is allowed to hit the ball again.
   9.4.2 On opposing teams (i.e. – a ball above the net) – will not count as a contact, and either player is allowed to hit the ball again.
9.5 Multiple contacts are only allowed in an attempt to block or save a hard driven spike or serve.

10. Attacking and Blocking
10.1 An attack is any action other than a block or serve that directs the ball towards the opponent’s court.
10.2 Any player in the front row may attack the ball at any height.
10.3 A back row player, while positioned on or in front of the 10-foot line, may not contact the ball above the plane of the net to complete an attack.
10.4 When a team is playing with four (4) players, the player serving (if serving) or the player who last served (if receiving the serve) is the only back row player. When a team is playing with three (3) players, all players are front row.
10.5 On contacts not constituting an attack, a ball must break the plane of the net before an opponent on the other side may contact it.

10.6 Any player affecting a block may have a second hit regardless of the number of blockers. Reaching over the net to block is legal, provided the ball is not contacted before the completion of the opponent’s attack and the ball is moving towards the net.

10.7 A simultaneous block of members of the same team will not count as any of the three (3) contacts on a side. Either player may contact the ball next.

11. Net Play

11.1 Players may not contact any part of the net including net cables or net antennas.
   11.1.1 Exception – Hair that touches the top of the net due to momentum will be allowed.
   11.1.2 Exception - If the ball is driven into the net with such force that pushes the net into another player, the contact will not be considered illegal.

12. Coed Rules

12.1 There are no longer restrictions on the number of male/female contacts per side.

12.2 Teams with four players on the court must alternate male/female in the rotation.

12.3 For teams with four players during substitutions, the incoming player must be the same gender of the player he or she is substituting for.