1. **Sportsmanship**

1.1 Campus Recreation uses a 4.0 point sportsmanship scale.

1.2 In order to qualify for playoffs, teams must secure a 3.0 or higher average during the regular season.

<table>
<thead>
<tr>
<th>Score</th>
<th>Criteria</th>
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<tbody>
<tr>
<td>4.0</td>
<td>Always respectful to officials and opposing team.</td>
</tr>
<tr>
<td></td>
<td>Does not argue or complain with or about the officials.</td>
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<tr>
<td></td>
<td>Does not comment about officials’ calls.</td>
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<tr>
<td>3.0</td>
<td>Usually respectful to officials and opposing team.</td>
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<tr>
<td></td>
<td>Minimal arguing/complaining about officials’ calls.</td>
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<tr>
<td></td>
<td>One yellow sportsmanship card issued.</td>
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<tr>
<td>2.0</td>
<td>Disrespectful to officials and opposing team (i.e., taunting, profanity, etc.).</td>
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<tr>
<td></td>
<td>Several instances of arguing or complaining.</td>
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<tr>
<td></td>
<td>Multiple yellow sportsmanship cards or one red sportsmanship card issued.</td>
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<tr>
<td></td>
<td>One ejected player.</td>
</tr>
<tr>
<td>1.0</td>
<td>Excessive arguing or complaining.</td>
</tr>
<tr>
<td></td>
<td>Any contact or provocation of officials or opposing team members.</td>
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<tr>
<td></td>
<td>Multiple red sportsmanship cards issued.</td>
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<tr>
<td></td>
<td>Any player involved in a fight.</td>
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<tr>
<td>0.0</td>
<td>Team and/or players are out of control.</td>
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<tr>
<td></td>
<td>Multiple persons on team fighting.</td>
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<td></td>
<td>Very disrespectful to officials.</td>
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<td></td>
<td>Destruction or abuse of UC property.</td>
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<td></td>
<td><strong>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.</strong></td>
</tr>
</tbody>
</table>

2. **Eligibility/Rosters**

2.1 All players on a team’s roster must be both current Campus Recreation Center Members *AND* either a current UC student (actively taking UC classes), 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 player may only play on one men’s or women’s team AND one coed team.

2.4 A team may have up to 20 people on its’ roster.
3. **Players**

3.1. Teams play with six (6) players on the court during play. Teams may start with a minimum of four (4) players, but may not continue with less than four (4).

3.2. Coed teams may consist of any of the following combinations: three (3) men/three (3) women; three (3) men/two (2) women; three (3) women/two (2) men, two (2) men/two (2) women. 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, partition, track, out of play person or object.

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 and is legally played by the same team.

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 chooses initial serve/side/receive.
- 6.8.2 Six (6) to nine (9) minutes late – Opponent will receive 10 points and chooses initial serve/side/receive.

7. **Substitutions/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. Serve & Receive

8.1 A serve is contact with the ball to initiate play. The server shall hit the ball with one hand, fist or arm while the ball is held, or after it is released by the server.

8.2 A serve must be contacted within 10 seconds after the official’s signal to serve, otherwise a side-out is issued.

8.3 A re-serve will be called if a server releases the ball than catches it or drops to the ground.

8.4 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.

8.5 Players may not block or spike a serve above the height of the net.

8.6 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.

8.7 If a ball contacts the net (inside the antennas) 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 A legal contact is a contact above a player’s waist. Contacts below the 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 by two players:
   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 by one player in the same attempt are permitted:
   9.5.1 When the first ball over the net rebounds from one part of the player’s body to one or more other parts in one attempt to block.
   9.5.2 On any first team hit, whether or not the ball is touched by the block.

10. Attacking & Blocking

10.1 An attack is any action other than a block or a serve that directs the ball toward the opponent’s court. A team’s third hit is always considered an attack.

10.2 A block is the action of a player(s) close to the net that deflects the ball coming from the opponent by reaching higher than the top of the net at the moment of contact.
   10.2.1 Any player affecting a legal block may have a second hit regardless of the number of blockers.
   10.2.2 A simultaneous legal block of members of the same team will not count as any of the three contacts on a side. Either player may contact the ball next.

10.3 When positioned on or in front of the 10-foot line –OR- in the air having taken off on or in front of the 10-foot line, a back-row player may not contact the ball completely above the height of the net resulting in a completed attack or block.

11. Net Play

11.1 Players may contact the net, provided that the force does not drive the net down in a manner that affects the play.

11.2 Players may NOT touch the white tape on the top of the net with any body part while the ball is still in play.
   11.2.1 Exception – Hair that touches the top of the net due to momentum will be allowed.

11.3 If the ball is driven into the net with such force that pushes the net tape into another player, the contact will not be considered illegal.
11.4 A player shall not contact a ball which is completely on the opponent’s side of the net unless the contact is a legal block.

11.5 Blocking a ball which is entirely on the opponent’s side of the net is permitted when the opposing team has had an opportunity to complete its attack. The attack is considered complete when the:
   - 11.5.1 Attacking team has completed its three allowable hits;
   - 11.5.2 Attacking team has had the opportunity to complete the attack or, in the referee’s judgement, directs the ball towards the opponent’s court;
   - 11.5.3 Ball is falling near the net and, in the referee’s judgement, no legal member of the attacking team could make a play on the ball.

12. Coed Rules

12.1 The net height for coed play will be midway between official men’s and women’s heights.

12.2 If a ball is contacted more than once on a side, a female must make one of the contacts.
   - 12.2.1 Please remember blocks do not count towards one of the three allowed contacts on one side.
   - 12.2.2 Simultaneous hits by two members of one team, in which one player is female and one player is male, will constitute the required female contact.

12.3 Players must alternate guy/girl in the rotation. If a team has five players on the court, teams must alternate guy/girl as best as possible.

12.4 During substitutions, the incoming player must be the same gender of the player he or she is substituting for.

13. Rule Changes for 2015-16 Season