



UTM INTRAMURALS - MIXED VOLLEYBALL

RULES AND REGULATIONS

All Volleyball rules are set out by Ontario Volleyball Association with the following exceptions:

As intramurals strives to uphold our values of inclusivity and diversity, we have outlined specific criteria for leagues to encourage all players to play. For mixed leagues, a distribution of gender identification exists, to encourage integrated participation. The identified maximums of each gender are to ensure balance in gameplay, but allow for individuals of any gender to still participate in the remaining roster spots.

NUMBER OF PLAYERS

- There is a maximum of six (6) players per team on the court during gameplay
- Teams may have a maximum of two (2) players of any gender on the court at all times
- Teams are permitted a maximum roster of 20 participants

DEFAULT

- For every minute that a team is late their opponent will be given 2 point towards their total game score
- Games will start on time as scheduled with players in attendance as soon as roster minimums are met
 - A minimum of 5 players for each team is required to start the game (maximum of 2 players of any gender)
 - Teams may use up to a maximum of 2 NOMADS*. (Read "Nomads" heading for further details)
- If a team does not have enough players by 10 minutes past the scheduled time, the team will lose by default
- The default score will be recorded as 2-0 (25-0, 25-0)
- A team that loses a player to injury can continue to play the game without defaulting

EQUIPMENT & UNIFORMS

- Proper athletic attire (no jeans or boots) and non-marking shoes must be worn
- Game ball will be provided by UTM Intramurals

LENGTH OF GAMES AND SCORING SYSTEM

- All matches will consist of a best two out of three game series or best score after 50 minutes.
 - The first two sets will be played to 25 points, win by 2 to a cap of 30. The third set will be played to 15 points, win by 2 to cap of 20
- The league is run using a point system:
 - WIN = 3 points

- TIE = 1 points
- LOSS = 0 point
- DEFAULT = -1 points

OFFICIALS

- The referee will be supplied for all UTM Intramurals games
- The referee will have the final decisions on all rules and disputes
- In the event no referee is available, participants may play on the honour system and call their own errors. Team captains/representatives are responsible for the conduct of their players

ELIGIBILITY

- Players (including late players) must check-in on the game sheet before every game in order to participate
- For eligibility rules, please refer to the UTM Intramurals Handbook

START OF GAME & PLAY

- To determine who will serve first, teams will select one individual to have a rock, paper, scissors battle to determine who will serve. Best of 1 game for rock, paper & scissors
- The net will be set to the height of 2.34m
- Players must wait for the referee's whistle before serving
 - If a player serves before the whistle, the team will lose the serve and a point will be awarded to the opposing team
- Jump serves are not permitted
- No player may serve more than 5 times consecutively. After 5 legal serves, the team must rotate
- Only one toss or release of the ball is allowed
- Blocking or spiking the serve is not permitted. Players must not interfere with opposing team's play
- When blocking, hands may cross but not touch the net
- Players may contact the ball with any part of the body
- A player may land on the line beneath the net but may not cross it. This will result in a point to the opposing team

SCORING & SUBSTITUTIONS

- Rally scoring method: a point is awarded on every rally, regardless of which team serves
- Players must notify the Game Manager if they want to substitute into the game
- No libero subs will be allowed
- Improper rotation on serve and service reception results in a point against and loss of serve if serving

TIME OUTS

- Teams are allowed one 30-second timeout per game
- Time-outs cannot be used in the third set

FOULS AND EJECTIONS

- Verbal abuse of the officials and/or other players will result in a yellow card
- Players who receive two yellow cards will be ejected from the game and must leave the gym
- Ejected players are suspended from their next scheduled game

- If a team has two players ejected in the same game for yellow or red cards, the team will lose that game by default
- Fighting, verbal slurs and excessive verbal abuse of officials will **not** be tolerated
- An ejection will result in an appearance before the administration staff. *NOTE: the minimum penalty for fighting is a minimum one-year suspension*

END OF GAME

- All matches will consist of a best two out of three game series or best score after 50 minutes
- All participants will be required to leave the playing area once they game has ended

TIE BREAKING RULE & PLAYOFFS

- There are no time limits during the playoff matches

NOMADS

- *NOMAD: A player registered with the league who is used to by a team to compete in a game where they cannot field enough of their own registered players to begin the game or reach the max playing roster size
- Teams using a NOMAD must have 4 players from their roster signed in (2 players of each gender)
- Teams can only have a NOMAD if their team cannot field the maximum amount of players to play a game.
- Once a team reaches a roster size of 6 registered players, the NOMAD(S) can no longer play in that game (A registered player is defined as a player on the original team roster).
- A NOMAD may not be added as a substitute and will no longer be permitted to play when a player on the original team roster signs in.
- A NOMAD may not be used during a playoff game.