



SWOSU Intramural Co-Ed Volleyball Rules

***See the 'SWOSU Intramural – General Rules' document before proceeding.**

Officials will be provided

Section 1: Roster

1. Teams will have a minimum of six (6) and maximum of ten (10) players on their Roster.
2. Teams **MUST** always have a minimum of three (3) male and (3) female players on the court.
3. Games will begin promptly at the scheduled start time
 - a. Punctuality matters. If a team has less than 3 male and 3 female team members present at scheduled start time, they will forfeit the game
 - b. Minimum of 3 male and 3 female team members must remain on the court throughout the game. Any less will be considered forfeiting

Section 2: The Game

1. Match will consist of the best 2 out of 3 sets to 15 points, winning by a minimum of 2 points, or first to 19 points.
2. A coin toss or Rock/Paper/Scissors will take place with the team captains to determine which team serves first and/or which side of the court the teams will begin.
3. Teams will switch sides between sets, unless the captains specify during the coin toss that they don't wish to swap.
4. Rally scoring for all matches.
5. The ball must be served by the right-back player, floor position 1, behind the back line, and may be hit either underhand or overhand, but must be completed with their hand and no other part of the body.
6. Once the ball is in play, it is a violation for a player to touch the net, go under the net and touch an opponent, or to step over the center line.
7. The play must be a distinct bumping, setting, or spiking of the ball. Holding, carrying, double hitting, or throwing the ball while it is in play is a violation and the opposing team will receive a point.
8. When a team earns a point from the opponents serve, the team that won the point must rotate clockwise one place before serving, if the serving team earns a point, there is no rotation of players.

9. A serve must land within the opponent's court.
 - a. If it lands outside of the court, it is a point for the receiving team.
 - b. If the ball touches one of the receiving team members before landing outside of the court, the serving team earns the point.
 - c. If it touches the boundary line, it is considered IN.
 - d. If the serve touches the net and still lands inside of the opponent's court, it is a live ball and will remain in play.
10. Playing off the net is allowed. However, if the ball hits the ceiling or any overhead obstructions, it will be considered out, and the other team will receive the point.
11. The ball may be touched three (3) times by one team in a volley, and a player may not play it twice in succession before sending the ball over the net.
 - a. If the ball hits a player twice in succession, it is a violation and the point will be awarded to the other team.
 - b. A block is not considered a touch in regard to the 3 touch count, so the blocker may then touch the ball again immediately following
 - c. If the ball touches a player or a player touches the ball, he/she is considered as having played the ball.
 - d. If the ball hits two (2) players simultaneously after being spiked, it is considered as having been played only once.
12. Blocking the serve is NOT allowed
13. Front-line players may spike from anywhere on the court, but back line players must JUMP from behind the attack line to do so.
14. A ball landing on the boundary line is IN.

Section 3: Tie breaker for Play-offs

1. Head-to-head
2. Total Points Scored
3. Total Points Against (Allowed)

*If a team wins a game by 'Forfeit', they will be given the average score from all their other games for the purpose of determining 'Total Points Scored'. The team that forfeits will receive 0 points.

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