COED VOLLEYBALL RULES

Administrative Rules

1. **Eligibility:** W.C.C. students, faculty, and staff are eligible to participate.
2. **Identification:** Participants must present a valid W.C.C. picture ID card at all times and may be asked for further identification if necessary.

Administrative Game Rules

1. **Pre-game procedures:** All of the team’s identification should be handed directly to the respective Intramural staff member by the team captain 10 minutes prior to match time. At that time, the team captain will receive jerseys (if needed).
2. **Team captain/manager:** Only the team captain/manager (one person per game) will be allowed to speak to the officials and scorekeeper.

Special Game Rules

1. **Match:** The match consists of best 3 games. Each match will have a 40 minute running time limit. Each game will be played to 15 points, need not to win by 2. At the end of the 40 minute time limit, the game in progress will be scored as it stands at that time unless it is tied at which point one more service shall be played to determine a winner. Matches that end with games won as a tied will be counted as a tie in the official standings.

2. **Teams:** Teams are composed of 6 players: 3 forwards and 3 backs. Teams must have 6 players (2 females) to start but may continue the game with no less than 5 players. When a team is reduced to less than 5 players, the match will be forfeited (2 females must end match).

3. **Service area:** A toss of the coin determines the serve of playing area. Service is alternated in the following games. After each game teams will change sides.

4. **Scoring:** A point is scored on every serve (rally-point scoring). If the serving team loses the serve, the receiving team will receive a point and the service. Games will be determined by a 15-point game. A team does not have to win by 2 points. Tie games will be recorded as ties except during playoffs.

5. **Service:** A net ball into the opponent’s court is in play. The serve may be from anywhere behind the end line and within the sidelines.

6. **Substitution:** Substitutes should check in with the secondary official before entering the game. During each game a substitute may only replace the same payer in the line-up-no changes shall be made to the original rotation. After a player has re-entered the game, he/she shall be in the original service rotation in relation to teammates. Substitutions may change after each game.
7. **Boundaries:** A ball striking the ceiling or overhead obstruction over the offensive court area will be in play. If the ball lands on the opposite side, it will be ruled out. A ball hitting the wall or basket will be ruled out.

8. **Net height:** 7’8”

9. **Libero:** None

10. **Time-Outs:** None

11. **Illegal Participation:** If a player competes on more than one team, both teams on which he/she participates will forfeit all the games which the player was a participant. Only W.C.C. students, faculty, and staff are eligible to participate with exception to Hawaii State Hospital members.

12. **Referee:** The decision of the referee regarding facts connected with play and interpretation of the rules are final.

13. **USVBA Rules:** Current USVBA rules will apply when not covered by special Intramural rules.

14. **Ejected Player:** Any player ejected from a game will be required to report to the Intramural Sports Office Ryan Perreira to cause why he/she should continue to play. If this is not done, the player will be suspended from further competition. Teams will forfeit all games in which an ineligible player participates.

**Special Coed Rules**

1. **Teams and scoring:** A team consists of men and 2 women in alternating positions. Six players are needed to start a game. Once the match has started and is reduced to five players, the team will be allowed to continue with the following rules. In place of the missing player, there will be an “open” position in the rotation. When it is the “open” position’s turn to serve, it will be ruled a side-out and point for the opponent. On defense, the “open” position will be determined by the team’s rotation.

2. **Men contacting the ball within the 3-meter attack zone and projecting it into the opponent’s court:** Any ball hit by a male within this area must have an upward trajectory unless the takeoff is behind the 3-meter line. Back row players must take-off and land behind this line. Men standing flat-footed within this area must still have an upward trajectory of the ball. Exception – block. Any attack by a female may be blocked by a male on his side of the net. The ball is considered to be on a player’s side of the net when any part of the ball is over the net.

3. **Blocking:** “Pressing” or extending a block over the net-men will not be allowed to press women but may press/block another male.

**Common USVBA Rules**
1. **Fouls:**
   a. Crossing over the center line. Player’s foot may contact the playing area on the opposite side of the center line provided that some part of each encroaching foot remains on or above the center line at the time of contact.
   b. Touching the net when the ball is in play, unless the opponent hits the ball into the net causing the net to contact an opponent.
   c. When the ball momentarily comes to rest in a player’s hands or arm, it shall be considered as catching or holding the ball.
   d. Reaching over the net to play the ball, except when following through after a spike, or by a blocker as the opponent hits the ball to return it.
   e. One person hitting the ball twice in succession.
   f. Four or more hits per team.
   g. Serving out of turn.
   h. Spiking of blocking when playing a back position. Exception - spiking is permitted behind the 3-meter line. See ‘Special Coed League Rules’ for modification of this rule for coed volleyball.
   i. Blocking of attacking a served ball is prohibited.

2. A ball touching any part of the boundary line is in play. An out-of-bounds ball must be allowed to hit the floor.

3. Blocking is permitted only by players in the front line.

4. After a block, a team is allowed 3 hits.

**NOTE:** The W.C.C. Intramural Sports disapproves of any form of threatening action toward officials (game or IM personnel) and will suspend or expel players for such actions.