

KSU Intramurals

Indoor Volleyball Rules

A. Team Area, Duration of Matches, and Interruptions of Play

1. All matches shall consist of the best 2 of 3 games.
2. A coin toss will determine who serves the first game of the match. The team captains will call the toss. The winner will choose: 1) first serve; 2) to receive the first serve; or 3) the choice of the court for the first game. The loser may choose from the other options.
3. A new coin toss is performed before the third game, if necessary.
4. After each game, and at 10 points in the deciding game, the teams will switch sides.
5. Any act, in the judgment of the referee, unnecessarily delays the match may be sanctioned.

B. Commencement of Play and Service

1. The server shall have five seconds after the referee's "ready to serve" whistle in which to contact the ball for service. If, after releasing or throwing the ball for service, the server allows the ball to fall to the floor without touching it, the service effort shall be cancelled and a reserve directed.
2. There may be more than one reserve during any term of service, but not consecutively, nor to purposely delay play.
3. The service is considered good if the ball passes over the net between the antenna or their definite extensions without touching the net or other objects.
4. The team not serving first in the game shall serve first in the second game.
5. The team that receives the ball first in a game shall rotate once before serving.
6. The players of the serving team must not screen their opponents from the server or the trajectory of the ball. Screening occurs when the serve passes over the player standing at the net with his/her hands over his/her head, or when the ball passes over two or more players standing at the net in close proximity to each other (3 feet).
7. At the time that the ball is contacted for service, the placement of the players on the court must be in the proper service order (the server is exempt).

C. Playing the Ball

1. Each team is allowed a maximum of three successive contacts of the ball in order to return the ball to the opponent's area.
2. The ball may be hit with any part of the body on or above the knee.
3. Players may have successive contacts of the ball during blocking and during a single attempt to make the first team contact (even if the ball is blocked) provided it is one attempt to play the ball, there is no finger action during the effort, and the ball is not held or thrown.
4. When the ball visibly comes to rest momentarily in the hands or arms of a player, it is considered as having been held. The ball must be hit in such a manner that it rebounds cleanly after contact with a player. Scooping, lifting, pushing, or allowing the ball to roll on the body shall be considered a form of holding. A ball clearly hit with one or both hands from a position below the ball is considered a good play.

5. A player is not allowed to attack the ball on the opposite side of the net. If the ball is hit above the spiker's side of the net and the follow-through causes the spiker's hand and arm to cross the net without touching an opponent or the net, it is not a fault.
6. Only the players who are in the front line at the time of service may legally accomplish blocking.
7. Any player participating in a block shall have the right to make the next contact.
8. Back-line players may not block or participate in a block, but may play the ball in any other position near and away from the block.
9. Blocking a serve is prohibited.
10. Blocking the ball across the net above the opponent's court shall be legal provided that such a block is:

After a player of the attacking team has spiked the ball;
In the referee's judgment, has directed the ball into his/her opponent's court;
After the opponents have completed their three allowable hits;
After the opponents have hit the ball so that, in the referee's judgment, the ball would clearly cross the net if not touched by a player, provided no member of the attacking team is in a position to make a legal play on the ball;
If the ball is falling near the net and no member of the attacking team could reasonably make a play on the ball.

11. A back-line player returning the ball to the opponent's side while forward of the attack line must contact the ball when at least part of the ball is below the level of the top of the net over the attacking team's area.

D. Play at the Net

1. If a player's action causes the player to contact the net during play, whether accidentally or not, with any part of the player's body or uniform, it shall constitute a fault. Hair does not constitute of fault.
2. Contacting the opponent's playing area with any part of the ball except the feet is a fault. Touching the opponent's area with a foot or feet is not a fault providing that some part of the encroaching foot or feet remain on or above the centerline.
3. Either team may play a ball that has penetrated the vertical plane of the net.

E. Team and Player Faults

1. A double fault occurs when players of opposing teams simultaneously commit faults. The referee would direct a replay.
2. If faults by opponents occur at approximately the same time, the referee shall determine which fault occurred first, and penalize that fault; if this cannot be done, a double fault shall be declared.
3. If the serving team, or a player on the serving team, commits a fault, a side-out shall be declared. If the receiving team, or a player on the receiving team, commits a fault, the serving team shall be awarded a point.
4. During rally scoring in the third game of the match, a point will be scored on every play.

F. Basketball Goals and Ceiling Interference

1. Any ball that hits a basketball goal will be dead and point will be replayed.
2. Ball hitting ceiling will remain in play if ball does not cross net immediately after hitting ceiling. If ball comes down on same side of court it can be played as usual. If ball hits ceiling and crosses over the net, point will go to receiving team.

G. Scoring and Results of the Game

1. Games 1 and 2 will be played to 21 with rally scoring (point scored on each serve). If a game 3 is required, it will be played to 15 with rally scoring. Teams must win all games by 2 points.
2. When the receiving team commits a fault, the serving team scores a point.
When the serving team commits a fault, the receiving team scores a point.