Intramural Sports 4v4 Volleyball Rules

Registration:
October 2\textsuperscript{nd} (Monday) – October 11\textsuperscript{th} (Wednesday)
All teams must be registered by 11:59 PM on Wednesday, October 11\textsuperscript{th}

Cost: $15 per team

**FORMAT:** This is a 4 player Mix-Gender indoor league. Teams will be placed in round robin pool play for the regular season. Teams with a winning record (.500 or better) will advance to a single elimination playoff tournament. The league will take place from October 16\textsuperscript{th} through November 29\textsuperscript{th}. Games are scheduled between 7:30-9:45 PM on Monday and Tuesday. All games will be played in Barton Hall.

**ELIGIBILITY:** An individual may not, under any circumstances, play or register on more than one intramural team in this league regardless of level of play. Participants are subject to the Intramural Sports eligibility rules as stated in the Intramural Handbook (page 3). **Teams will be allowed to add new players to their roster throughout the season, including playoffs.** All roster additions will be handled through IMLeagues.com or at the game site. If a participant does register at the game site, they will need to have created a profile by the time their game is played.

**VALID CORNELL ID CARDS:** Before anyone can participate, each player must present their Cornell picture ID when they check in at all events. NO ID = NO Play. There are no exceptions to this rule.

**FORFEIT PROCEDURE:** If a team fails to have the required number of participants at the scheduled match time, the opposing team who is present will have the following options:

1. Take the win by forfeit at that time. No contest will be played.
2. Choose to wait until the opponent arrives to compete. The first game will commence once the opponents arrive with the score at 10-0, in favor of the waiting team. If the opposing team is not ready to play 10 minutes after the scheduled game time, the Intramural Staff will declare a forfeit win for the waiting team.

If neither team has enough players at match time the first game will start with each team having 10 points each, if and when both teams are completed.

Any team that forfeits one game will be charged a $15 forfeit fee. All fees will automatically appear on the captain’s bursar account. If a team calls prior to 4:00 pm the day of their scheduled contest, the forfeit fee will not be applied; however they will still receive a forfeit. Teams that forfeit only once are still eligible for playoff consideration. A team that forfeits the equivalent of two games will be dropped from the league without the possibility of re-entry.

**SAFETY:**
1. Proper attire must be worn. No jeans or dress pants allowed.
2. It is forbidden to wear any object that may cause an injury or give an artificial advantage to the player, including but not limited to: head gear, jewelry (including tied rope necklaces, earrings, nose rings, etc.), casts, or braces. **Taping of exposed jewelry will not be permitted.** This is for your safety as well as others.
3. Religious wear or medical identifications must be removed from chains and taped or sewn under the uniform.
4. Individuals are required to obtain prior approval from the Director of Intramural Sports for the use of orthopedic devices essential to protect an injury.
5. Players bleeding or having blood on clothing will be prohibited from participation until appropriate measures have been administered.

6. Any player who refuses to follow these rules cannot play and may be removed from the playing area.

Rules for intramural volleyball will be USA Volleyball Rules with the exceptions listed in these rules; the Director of Intramural Sports has the authority to modify said rules at his discretion.

**GAME RULES:**
- Matches will consist of a best-of-three game series (25, 25, 15). Games will be rally scoring.
- All games will use a win-by-two format. The first two games will cap at 30 and the third game (if necessary) will cap at 20.
- Four players per team are allowed on the court at a time. A minimum of three players is necessary to begin and continue play.
- A maximum of two males and two females are allowed on the court. A minimum of two males and one female or one male and two females are required.
- Let serve is in play.

**Start of Play**
- The coin toss winner may elect to serve, receive, or take their choice of side.
- The team not serving first in the game shall serve first in the second game.
- A new coin toss is performed before the third game, if necessary.

**Play**
- Each team is allowed a maximum of three successive contacts of the ball in order to return the ball to the opponent’s area. Blocks do not count as a contact. There is no restriction on gender involvement for any of the three hits.
- Successive contacts may be made only after blocking a spike attempt.
- Blocking or attacking a serve is illegal.
- All passes must be clearly hit, not thrown, lifted, or change of direction allowed by a double hit.
- A back line player may spike providing that he/she jumps from behind the 10-foot line.
- Substitutions
  - Substitutions may only occur during dead balls.
  - Teams may elect to rotate all players in one at a time through the server’s position or may substitute player for player.
  - The team must indicate which method will be used at the start of each match.
- Lines
  - Any ball landing on the line is good.
  - The server must stand entirely behind the end line until they strike the ball.
  - A player’s foot/hand may land on the center line provided it is not entirely over the line.
- Net Play
  - Players may reach over the net and block the ball, provided the opposing team has completed their attempt to return the ball over the net.
  - The ball is considered to have crossed the net when any part of the ball is extended over the net.
- Teams must rotate clockwise after receiving a side-out.

**MEDICAL PROCEDURES**: Cornell Recreational Services assumes no responsibility for injuries received during intramurals, special events, and other recreational activities. The participant has voluntarily decided to participate
in this sport or activity and has knowledge of the nature and the extent of the risks. Participants are also aware that there are other risks of injury and illness, that may arise due to participation in this sport or activity and that it is not possible to specifically list every individual risk of injury. It is strongly recommended that all participants have a physical examination prior to participating. Any injuries or accidents occurring during recreational activities should be reported immediately to on-duty personnel. Participants with a health issue and individuals who are on medication are urged to confidentially inform the Director of Intramural Sports of their specific situation.

**ALCOHOL AND DRUG POLICY:** Individuals, teams, and spectators who arrive intoxicated, suspected of consumption, or possessing alcohol, tobacco, or other illegal substances will not be permitted to play and will be asked to leave the playing area. The game may be forfeited and the offending individuals immediately suspended. Cornell Recreational Services will not tolerate such behavior and will act in a manner that is prudent, with the safety of all participants the priority. Such individuals will be dealt with harshly, given a minimum of a 365-day suspension and will be subject to University disciplinary procedures.

Please read the Intramural Handbook. It is a written description of the regulations that govern the Intramural Sports Program. No matter what sport you play, these regulations govern your participation in our programs. It is imperative to the continuity of the program that all participants are aware of and abide by the regulations set forth by Cornell Recreational Services.

If you have any questions regarding the 4v4 intramural volleyball rules, please contact Scott Flickinger (Director of Intramural Sports) at (607) 255-8063 or email: sf487@cornell.edu

Schedules and results will be available on the IMLeagues webpage: imleagues.com/cornell