Intramural Sports
4v4 Volleyball Rules
Cost: $20 per team

FORMAT
This is a 4-player Mix-Gender indoor volleyball league. Teams will be placed in round robin pool play for the regular season. Teams acquiring a .500 record or better will be placed into a single elimination playoff bracket. The league will take place from October 28th through November 25th. Games are scheduled between 7:30 PM-9:45 PM on Monday through Wednesday. 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 of the same division in this league, regardless of level of play. Participants are subject to the Intramural Sports eligibility rules as stated in the Intramural Handbook (Section VI.: Eligibility). **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 registers at the game site, they will need to have created a profile by the time their game is played.** Failure by write-in participants to create an IMLeagues account profile by the deadline will result in a $5 fine per account created for the team to the team captain.

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.**

FORFEIT FEE
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. 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.

Any team that forfeits one game will be charged a $20 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 default. 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.

RULES
- 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.
- 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.

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
  - Let serve is in 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.

**RISK MANAGEMENT**
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 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.

**SPORTSPERSONSHIP STATEMENT**
Good sportspersonship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. Cornell Recreational Services reserves the right to suspend or disqualify groups or individuals for unsporting conduct at any time. Unsporting conduct before, during, and/or after a game (event) will not be tolerated.

*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.*

*All rules not specifically covered in this document will be enforced as USA Volleyball Rules.*
*All rules are subject to change by the Intramural Sports professional staff.*

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