



Volleyball Rules

This is supposed to be a fun league, always remember this.

Rules, Schedules and Team Contacts are posted on the following website:

http://web.jhu.edu/recreation/intramurals/gro_sports/

All players must be current Homewood and Peabody students, faculty, or staff with membership to the O'Connor Recreation Center and must show proper identification, i.e. a J-Card or Recreation Center Card, in order to access the facility.

1. Six (6) or four (4) players constitute a team. On teams with six (6) players, two (2) must be female. On teams with four (4) players, one (1) must be female.
2. All players are required to wear appropriate (non-marking) sneakers while participating in a game. Players are not allowed to wear hats or jewelry of any kind. A match consists of winning two out of three games played with the rally point system with a point awarded on each service or awarded side-out. A game is won when a team scores 25 points and has at least a two-point advantage over the opponents. No game shall exceed 30 points. If the teams are tied at 29-29, the first team to score the 30th point shall be the winner. If a third game is needed, the game is won when a team scores 15 points. Play-offs and championship finals will follow the same scoring procedure unless teams are notified otherwise prior to the match.
3. A toss of the coin determines who gets the choice of either the serve or the court. The losing team gets first service of the next game. If necessary, the third game service is determined by another toss of the coin.
4. Each member of the team shall serve in turn and has one trial to get the ball clearly over the net. A ball striking the antenna is considered out.
5. The server shall start the serve from anywhere behind the white end line. Jump serves are legal, provided the server leaves the floor from behind the end line and contacts the volleyball legally before contacting the court surface.
6. In all play, the ball is kept in play if it hits any part of the net and goes over into the opponent's court.
7. In playing the ball, all players must clearly hit or bat the ball. Players are not permitted to scoop or hold the ball.
8. In playing a ball it is legal to use any part of the body.
9. A ball touching the body more than once except when receiving a serve, blocking a ball, or when defending a spike* is considered a double hit (loss of point or serve).
 - a. *spike: a ball hit with constant downward angle (no arc).
10. It is legal for a player to block a spike and subsequently be able to legally hit the ball again (one hit).
11. A block is defined as a ball struck above the height of the net on the team's first contact.

12. In order for the ball to be legal, it must pass completely between the antennas without contact.
13. If a ball touches any part of a boundary line it is good.
14. Teams are allowed a maximum of three contacts (blocks are considered a "zero" contact).
15. A ball hit into the net by a team may still be kept in play, provided that the net is not touched by any player and it is not the fourth team contact.
16. A player may run out of bounds to play a ball provided the ball hasn't completely crossed the plane of the net.
17. A player may not play a ball in an adjacent court when a game/match is in progress.
18. The ball is dead if it crosses the net completely outside or touches the antennae, hits a backboard or adjacent hardware, touches the ceiling or net posts, touches any wall, or lands out of bounds.
19. Players may not touch the net or step completely over the center line. It is loss of serve if the serving side is at fault, and counts as a point for the serving side if their opponents are at fault. If both sides foul simultaneously the ball is declared dead and is served again.
 1. Note: The hand/arms are allowed to follow-through/penetrate over the net provided:
 - a. The player contacted the ball on his/her side unless the opposition contacted the ball above the net first;
 - b. The player did not touch the net;
20. It is illegal to reach over the net and block a set attempt (the ball must reach the plane of the net first) unless the attempt is the team's third contact.
21. Switching is permissible once the server has contacted the ball.
22. Back line players must leave the floor at the ten-foot line in order to spike.
23. Back line players who have switched to the front during play may not hit the ball down into the opponent's court. (See Rule #22)
24. Substitutions - Each team is allowed three substitutions per game. The substituting player must go into the rotation at the same spot that player he/she is replacing occupied. The starting player once substituted for can not reenter that game. The official must be notified prior to substitution.
25. One time out per team per game (1 minute).
26. The rest period between games is two minutes.
27. While the game of volleyball is a non-contact sport, injuries (mostly minor do occur). Players should participate with this understanding. Also, participation in the intramural program is completely voluntary. Johns Hopkins University is not responsible for injuries incurred during intramural play. It is strongly recommended that participants have satisfactory health status and accident insurance to cover any injury, which may occur.
28. Alcohol is not to be brought into the Recreation Center. Players coming to their game under the influence risk forfeiture of the game, suspension from intramural play, and referral to the Dean of Students.