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CSUSM Campus REC

IM Volleyball Rules

➤ Player Eligibility:

- All participants must be:
 - A Full-time/Part-time Student at CSUSM during the current semester.
 - Faculty/Staff
 - A Graduate Student
 - Any player attempting to participate illegally will cause their team to forfeit the game, and player(s) will be suspended.
- Only 1 collegiate Volleyball athletes (1 female) may be on any one team's roster. This includes Red-shirt athletes and athletes whose eligibility ended in the Fall semester but are playing in the Spring.
- Players must have successfully registered and paid using IMLeagues.com and be on their team's roster before the roster locks (Thursday of first week of the season)

➤ Team Roster: Co-Rec and Open

- Each team will consist of a maximum of 6 and a minimum of 4 players on the court. (6 players on the court is ideal: consisting of 3 males & 3 females. However, the game can start with 5 or 4 players.
 - AT ALL TIMES:
 - Minimum # of females: 2
 - Minimum # of males: 1

All possibilities of what a game could look like:

6v6		5v5		4v4	
Females	Males	Females	Males	Females	Males
3	3	2(min)	3	2(min)	2
4	2	3	2	3	1(min)
5	1(min)	4	1(min)		

Open Volleyball

- Each team may carry a maximum roster of 12 eligible players.
- At no time can a team have fewer than four players.
- A team with four must have two back row players (Only two hitters).
- Rosters may be modified on IMleagues.com until **the end of the first week of the season**. After that date – the team's roster is locked.

REC

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- NOTE: Any additions will need to pay the \$10 registration fee on IMLeagues. If unable to make payment online, contact the Assistant Director, Ryan Groth (rgroth@csusm.edu). Any dropped players WILL NOT receive a refund.
- Open League: A team is permitted to any mix of men and women if there are 4 present
- Players must play at least one regular season game to be eligible for the playoffs.

Court Dimensions

- The top of the net for co-ed play shall be 7'11" feet from the floor.
- Court space is determined by the lines already present in CFH 130.

➤ Pregame

- All players must check-in with their CSUSM student ID cards, or show their ID on the CSUSM APP, at the OPS table before entering the game.
 - Any individual without a CSUSM ID will NOT be eligible to participate in the game. No other forms of identification are not accepted.
- Please arrive 10-15 minutes before the start of the game to ensure all participants are checked-in and ready to play.
- Late arriving players must check in with the scorekeeper before entering the game.
- **Late Penalty**
 - The team in attendance will be rewarded for showing up on time. The team that is present will be awarded a point for every 1 minute the opposing team is late. (Max 9 points due to 10-minute forfeit rule)

➤ Forfeits

- **The forfeiting team will be charged a \$50 forfeit fee and will receive a sportsmanship score of 3. Unless a 48-hour notice is given, the fee will be waived, but a sportsmanship score of 3 will remain.**

** Ways to forfeit a game: **

- Failure to have minimum number of eligible players required by 10 minutes after game time.
- Double Forfeit: both playing teams are not ready by 10 minutes after game time.
- All forfeit fee payments must be received by Campus Recreation 48 hours (about 2 days) prior to the next regularly scheduled game. Failure to pay the fee will result in the team forfeiting the next game and may be subject to an additional forfeit fee.

➤ Equipment & Uniforms

- Essential equipment such as balls and the net will be provided by IM Staff.
 - It is encouraged for teams to coordinate jersey colors.
- Athletic closed-toed shoes are required at all times. No sandals permitted.

REC

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- Players may not wear any kind of jewelry, hard-billed hats, bandanas, or scarves while participating.

➤ Game Regulations

Player Position

- **Co-Rec:** Serving order and position on the floor must be an alternation of men and women.
- Switching after the serve is permissible
 - Player switching can occur only after the ball is contacted on serve.

Length of Match

- Matches are scheduled within a 50-minute period.
- A match will consist of three games.
 - All games rally scoring:
 - The first two games to 25
 - The third game to 15 points
 - The game must be won by a 2-point lead. (i.e., if its 25-24, game will end at 27, no game will exceed 27 and 17, if the score is tied 26-26 game will end at 27)
- After each set, teams will change sides of playing area.
- **IMPORTANT:** Regular season games may end in a tie if time constraints are deemed necessary. Play-off matches will be best 2-of-3 and must have a winner.

Serving

- First service and choice of sides will be determined by a coin toss by captains. The winner selects the first service or choice of sides, the loser has the remaining choice. First service alternates for the second game. If a third game is necessary, a coin toss will determine the first service.
- The ball may be hit right out of the hand.
- The service must be behind the end-line the moment the ball is hit.
- The server must wait for the ready to serve signal by the referee.
- Net serves are allowed

➤ Game Play

- A player may not cross the centerline or its extension to play the ball. A player may play the ball on his/her side and then cross the extension outside the court-line. A player may reach under the net to play a ball already in play by that player's team.
- While the ball is in play, a player must step completely over the centerline for a foot foul to occur.
- The net and any of its supports may be touched while the ball is in play, unless the ball forces it into the player

REC

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- A ball hit into the net, may still be kept in play (up to 3 hits) provided that a player does not contact the net. Players may not touch the net. If 2 opposing players touch the net simultaneously, the ball is declared dead and is replayed.
- The entire ball must land outside a line to be out-of-bounds.
- A ball hitting the ceiling, lights, rafters, etc. is playable (up to three hits) when it remains in the court side of the team in play of the ball. A ball that contacts any of the same above objects and proceeds to the opposing team's side of the court is rendered a "side-out."

Legal Play

- The ball must be returned over the net in 3 touches or less.
- It is legal to contact the ball with any part of the body if the ball rebounds immediately. It may not "lay" against the body or forcefully kicked. If a player touches the ball or the ball touches a player, it is considered as a play on the ball. If 2 players on the same team contact the ball simultaneously, it counts as one contact, and any player may play the ball.
- One may play the ball twice during a volley, but not twice in succession, unless played directly off a block.
 - For example: A ball touching the body more than once in succession is legal when played off a hard-driven spiked ball or blocked and played again by the blocker.
- When a ball touches a boundary line, it is considered in play.

Ball in Play

- If the ball hits the antenna or goes outside of the antenna, the ball will be called out and end the play.
- If a player touches the net during a hit, it is an automatic point for the other team and the end of the play.
- The server has five seconds from the time the official's signal to release the ball for service.
- A serve that hits the net and drops toward the opponent's side of the court shall be considered "in play."

Blocking

- When there are two females and only one male on the front line, a back line player (usually a male) may come up to the front line to block.
- However, no back line player is allowed to spike the ball unless his/her takeoff is behind the ten-foot line.

REC

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Ball Handling (Setting/contacting ball)

- Both hands must contact all overhead passes (sets) with two hands simultaneously in a clearly distinct manner.
 - Lifts are in violation of this rule (watch the hands, not the ball, a legal set occurs when both hands have contacted the ball in a position where both hands do go lower than the setters chin)
 - Exceptions of this is when a setter releases in one fluid motion (context of the play is important).
 - Double touch violations will not be enforced as heavily **only** during overhand sets (Double touches may be enforced at any other time during the game).
- The legality of all ball-handling attempts will be at the discretion of the official. Their interpretation shall be the interpretation that will be used for that match.
- Deep-dish (setting the ball below the waste), hesitation, angled-direction, and one-hand sets will always be critically analyzed by the game official.

Timeouts

- A team is allowed one time-out each game without penalty.
- Time-outs should not exceed 45 seconds.
- While the ball is dead the playing captain may make a request for time out to the official, but requests for time-outs shall not be granted after the official has blown his whistle to indicate readiness for play.

****NOTE: All decisions are made at the discretion of the Referee****

Sportsmanship:

ENFORCEMENT:

- Players that are seen conducting unsportsmanlike actions, i.e. “Pity Points” to lengthen game time will be given 2 warnings.
- The first violation is a verbal warning with an indicator on the score sheet showing the first violation. Upon the second violation a technical foul will be given and the team in violation will be deducted **1 WHOLE POINT** in sportsmanship. With the given deduction, the ball will change possession and play will resume (no points will be awarded or forfeited).

Following each game, officials and/or on-site supervisors will evaluate team behavior and award sportsmanship points to all teams. To be eligible for playoffs, a team must have an average regular season sportsmanship score of 4. Any team with an average regular season sportsmanship score less than 4 will forfeit their place in the playoffs. During playoffs, a minimum score of 4 will guarantee advancement for the winning team.

- **5** - Respect shown to the game and staff by the participants, coaches, and spectators. Participants must always speak to their peers and event staff appropriately. Awarded to teams that show up prepared and are unable to play due to their opponents forfeiting.
- **4** - Participants display disagreement/frustration with decisions of staff/officials in an inappropriate manner. Minor incidents of unsportsmanlike behavior towards opponents, spectators, or staff. Examples include but are not limited to trash talk, cursing, publicly questioning an official’s ability, mocking the opponent.
- **3** - Participants are not cooperative with staff. Captains displayed little to no control over their team. Repeated questioning of officiating abilities. Forfeiting a game.
- **2** - Multiple unsportsmanlike penalties, the harassment of the officials, staff, or opponents by spectators.
- **1** - An ejection of any kind.
- **0** - Fighting or any extenuating conduct as deemed by the officials; this includes threatening an employee. Any player on a team that receives a zero may be suspended indefinitely or subject to probation. Behaviors in violation of CSUSM standards for student conduct will be referred to the Dean of Students’ Office.

**Any ejection or score of 2 or below may result in a meeting with the Team Sports Supervisor and a suspension or expulsion from the league.