COED A VOLLEYBALL RULES

Player Rules:
- Matches are best 2 of 3 sets
- Games are played to 25 rally point (Cap of 30) for sets 1 and 2. The third set will be to 15 points (Cap of 20). A team must win by two points.
- Each team will play with 3 men and 3 women
- Players have fixed positions and rotations are not required
- Players must serve in sequence
- One game to 25 will be played on men’s height, the other game will be played on Women’s height. If a third game is required teams will switch at 8 points (once first team gets to 8).
- 3 men will play front line against 3 men at men’s height with women playing back court positions. For women’s height 3 women will play front line against 3 women with the men playing back court positions.
- The official will change courts with the teams
- Back row attacks are not allowed by men on women’s height net (back row attack is when a player jumps from behind the attack line and makes an offensive contact with the ball over the net while in the air).
- A setter can be of the opposite gender and can be one of the back court players (ex: male on women’s height) but they cannot block or attack a ball.
- Proper ball contact on sets (double hits, carries) will be called by officials unless play is consistently interrupted by these calls. This will be up to the discretion of officials. Arguing this calls with officials will result in warnings, second offense will result in removal from the game.
- Teams call their own lines but the official always has the ability to overturn a call

Basic Volleyball Rules

Server and Positions:
- The Server’s position must be in rotation order before the ball is contacted for service.
Other players must be in rotation order before the ball is contacted for service.
After the ball is contacted for serve, players may interchange positions anywhere on the court.
Jump serves can only be used by females on women’s height and males on men’s height.

During Play:
- A player can touch the net while the ball is in play if it does not impact an opponent (up to discretion of official)
- Players cannot touch the top of the net (tape) at any point while ball is in play.
- A player may not play the ball twice in succession, unless there is simultaneous contact by two players (a player may hit the ball on the first and third hits)
- The ball may be played a maximum of 3 times by each team (excluding a block which does not count as a contact), before it is returned over the net
- A ball contacting the boundary line is considered in the court of play
- A player may run outside of their own court to play a ball
- The ball must pass inside the net antennas as it crosses the net to be legal

Serving:
The service results in a side-out when the server:
- Does not take the proper position before serving, or is the wrong server
- Commits a foot fault
- Hits the ball into the net
- Hits the ball so it crosses outside of the net antennas as it passes over the net
- Hits the ball into any post or overhead structure
- Does not serve within 5 seconds
- Serves before the official whistles play to begin

Scoring:
- Rally point will be used for scoring

Time:
The following time factors are in effect:
- No Time-outs other than for injury which is at discretion of referee.
- Time-out for injury is at the discretion of the referee
- Teams have the full time limit allowed to play (50 minutes). If the game is not completed within 50 minutes, the team leading wins the match. If the game ends early the teams can scrimmage until their time slot is over.
Contacting the Ball:
- The following rules apply when playing the ball;
- The ball must be contacted cleanly (not caught or held)
- Simultaneous contact by team-mates is considered one contact (officials discretion)
- A player may go outside of the court to play the ball if they do not cross the centre line or contact any walls or obstructions
- If two opposing players contact the ball simultaneously directly above the net, either player may play the ball again on the next hit
- The ball is dead if it crosses the net outside the net antennas, touches the ceiling, posts holding the net or lands out of bounds
- A return may be played in any direction and the player may use any part of their body

Player Conduct:
Any player ejected from a contest is automatically suspended for at least the next scheduled game and must see the Intramural Supervisor responsible for the intramural volleyball program before they shall be allowed to participate in any intramural activities. Additional disciplinary action may be taken.

Personal Injury:
The Intramural Supervisor/Officials will have the authority to decide if the player is allowed to return to the game if an injury occurs.