Co-Ed Volleyball Rules

Co-Ed Volleyball League Information:
Volleyball: 6 vs 6
Net Height: 7’6”
Player Minimum: 4
Player Maximum: 12
Games: Every Wednesday from 6:00pm-9:00pm from April 5th – May 3rd
Location: Pearl City District Gym: Click here for google map location: http://tinyurl.com/mtp5lqx
Check-in: Teams must check-in, in proper attire, fifteen (15) minutes prior to scheduled game time
● Teams will be given a grace period of five (5) minutes from the scheduled start time to meet the minimum playing requirements of four (4) players before the game results in a forfeit.
● Forfeited games will not be replayed

General Rules for all sports:
2. IM LeeSports staff is CPR and First Aid certified and will make the decision to keep a player off the court/field after an injury based on their judgement.
3. To ensure the safety of all players the IM LeeSports Coordinator, Leeward Community College Student Life Coordinator, will require the following steps to be taken if a player is injured in order for them to play in future games:
   · The player will need to receive a signed clearance note from a health professional
   · The campus Advisor will need to email the Leeward CC Student Life Coordinator to indicate that they clear the player to play in future games
4. The presence of alcohol from team members or fans associated with the team will not be tolerated and may result in a team warning.
5. Any IM LeeSports staff can call a time-out

Requirements:
1. Validated Student ID card must be shown at check in on every game day. It will be returned at the end of the game day.
2. GPA must be 2.0 cumulative or above
3. If the team wears their own jerseys they must be numbered and the same color. If not the league will provide the numbered jersey for the game.
4. Proper attire must be worn on game day
5. Athletic shoes must be worn on game day
6. Player must have completed waiver forms and Advisors submitted to IM LeeSports staff

Equipment NOT Allowed
1. Shorts/pants with metal zippers, buttons, and belt loops
2. Watches, earrings, necklaces, rings (jewelry and accessories)
3. Slip on shoes
4. Metal support braces
5. Headwear such as hats and beanies except for sweatbands

General registration period to ADD a player to an EXISTING Team for a sport:
• Players can be added throughout the season.
• The deadline to add a player to your established team for a sport is 12pm on the game day.

Adding a player by 12pm on game day means:
1. The Advisor/Student Life Office emails the changes to the IM LeeSports before 12pm on game day
   a. The email subject line must read: CHANGE REQUEST
   Changes include but are not limited to:
   1. Adding a player if player requirement is not maxed out in this format:
      - First Name, Last Name
      - Student ID number
      - Email address
      - Phone Number
      - Gender Identity
      - Under 18 years old?
      - Emergency Contact Name
      - Emergency Contact Phone Number
      - Emergency Contact Relationship
   2. Removing a player if player requirement is maxed out and then adding a player
   3. Editing inaccurate player information

IM LeeSports Team will verify the change based on the time stamp on the email.

A player may switch teams IF THEY HAVE NOT PLAYED with their existing team. If the player already played a game with a team they cannot switch teams.
In order for the player to be eligible to participate in playoffs they must have been on the game roster for at least one game (league sports).

IM LeeSports League Volleyball Rules

The Leeward IM LeeSports Volleyball Rules are based on the Co-ed Collegiate Intramural Volleyball Rules. This is a co-ed league, and with volleyball we have co-ed specific rules. Some of the more important rules as well as rules unique to the Leeward IM LeeSports Program are included herein. All players are responsible for reading this document prior to participating in the league.

1. **Number of Players**: Six (6) players shall constitute a team; four (4) players are the minimum to start and play a game. A maximum of twelve (12) players can suit up for a particular game. Teams are allowed a 5-minute grace period after the scheduled start time to attain the minimum number of players. Should the team have less than four players any time during the game it will result in a forfeit.

2. **No Jewelry Policy**: A player must not wear anything that is dangerous to themselves or another player. All items of jewelry are potentially dangerous and to stay consistent, all kinds of jewelry are prohibited. Players are not allowed to use tape to cover jewelry, as taping jewelry is not considered to be adequate protection.

3. **Check-in Policy**: All players must check-in with IM LeeSports staff before playing. If a player does not check-in they are considered ineligible. Therefore the game, regardless of time, will result in a forfeit.

4. **Forfeit Policy**: A forfeit will be called when a team commits infractions to the Number of Player Policy or Check-in Policy. The offended team will be awarded an automatic win. Forfeited games will not be replayed.

5. **Length of the Game**: A game consists of three sets using the Rally Point Scoring System. Sets one and two will be played until one team reaches 25 points or a 12 minute time limit, whichever occurs first. Set three, if needed, will be played until one team reaches 15 points or an 8 minute time limit. Sets that tie at 24 or 15, respectively, can only be won by one team having a two-point advantage, should time allow. If time expires and the score is tied, the team that wins the next rally wins the set.

6. **Scoring**: The game will be played using Rally Point Scoring System, awarding a point on each service. When either team commits a fault the opposing team receives a point and earns the next serve. Whichever team wins two of the three sets will win the game.
7. **First Serve**: The visiting team captain will call the first coin toss. The winning toss will decide based on the following:
   1) First serve or to receive the first serve
   2) Choose their court for the first set.
   ● If option 2 is chosen by the winning team, the other team will get to choose from option 1 to either be first serve or to receive the first serve.

The home team captain will call the second coin toss in the case of a deciding 3rd set. The winning toss will decide based on the previously stated options.

8. **Serving**: The position on the floor that begins the set with a serve is the right back if your team has won the right to serve. If your team does not start with the serve then the 1st serve is the right front player. The ball must be served from the service area which may be anywhere behind the end line. The serve may be underhand or overhand. For each serve, the server gets 5 seconds from the time the Head Official blows the whistle to the time the ball is contacted on the serve. A server is only allowed one re-toss/reserve for that rotation unless indicated by the Head Official. A player may not cross the end line when serving until they have contacted the ball.

9. **Rotation**: Team members must rotate positions in a clockwise direction after winning a serve.

10. **Timeouts**: The captain may make requests for time-out when the ball is dead. Each team is allowed one 30-second timeout per set. Time outs do not roll over to the following sets.

11. **Substitution**: Player substitution may be made when the ball is dead, upon making the request to the Head Official.

12. **Setting**: Jump setting is allowed. Players may jump set the ball to their own teammates or to the opponent’s court.

13. **Spiking**: We are defining a spike as hitting the ball downward. Spiking is allowed but the following restrictions apply:
   - **Females**: When playing in the front row, can attempt a spike anywhere on the court. When playing in the back row, can attempt a spike beyond the 10 ft line.
   - **Males**: Regardless of position on the court, can only attempt a jumping spike from beyond the 10 ft line. Players may attempt a spike in the front row only if both feet are planted on the ground. A player who attempts a spike from beyond the 10 ft line but lands in front of the line, is considered a fair spike. A male player may jump in front of the 10ft line to tip/ding the ball in the opponents court if it has an upward arch. Any balls that are tipped/dinged downward while jumping is an illegal hit.
14. **Blocking**: Blocking is allowed by all players in the front row. All players attempting a block must keep a vertical motion, meaning hands to feet should stay in line. A block is not counted as one of the team’s three hits. A player participating in a block may play the ball again.

15. **Legal Hits**: A contact of the ball to be legal must be made with any part of the body. The ball may be played below the waist. Must be a "clean" hit. The ball may not be carried on the follow through. The ball must leave player's hand immediately upon contact of the ball.

16. **Illegal Hits**: Slapping, carrying, palming, or bumping the ball with two separate hands are going to be considered illegal hits and result in a violation. Attacking the serve, meaning attempting a spike/block/dump across the net will be considered a violation.

17. **Obstructions**: If the ball hits another object during play it will be a dead ball. Ex: ceiling, basketball hoop, ceiling lights, etc.

18. **Fighting**: The IM LeeSports Program will not tolerate any fighting. Involvement in a fight results in an automatic semester suspension. Involvement includes but is not limited to: instigation, retaliation, physical or mental intimidation and being an accessory to a fight. Participants who are not currently in the game cannot enter the floor to break up a fight. Participants who leave the bench area during a fight will be ejected from that game and can face a suspension of up to one full academic year.

*The IM LeeSports Staff reserves the right to adjust these rules as deemed necessary and will notify teams of these changes should they occur.*

**Volleyball Clarification of Team Warnings and Ejections**

<table>
<thead>
<tr>
<th>VIOLATIONS:</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Action</strong></td>
<td><strong>Description</strong></td>
</tr>
<tr>
<td>Consecutive Contact</td>
<td>A player may not hit the ball two times consecutively except when blocking, provided the contacts take place simultaneously. However, a player may make consecutive contacts on the team’s first team contact, provided the contacts occur during one action.</td>
</tr>
<tr>
<td>Four Hits</td>
<td>It's a violation for a team to hit the ball four times before returning it.</td>
</tr>
<tr>
<td>Assisted Hits</td>
<td>It's illegal for a player, any object, facility walls/ceilings/backboards to assist a teammate in playing the ball.</td>
</tr>
</tbody>
</table>
**IM LEESPORTS LEAGUE**

**Battle of the Colleges**

IM Leesports provide students opportunities by engaging in organized sports to grow, learn, and develop respect for others through a positive experience.

<table>
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<tr>
<th>Offense</th>
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<tbody>
<tr>
<td>Catch</td>
<td>It's illegal to catch or throw the ball. The ball must rebound from the hit.</td>
</tr>
<tr>
<td>Rotation Fault</td>
<td>It's illegal to switch positions out of rotation along with not rotating.</td>
</tr>
<tr>
<td>Illegal Service</td>
<td>It's illegal to cross the back line during a serve, while you are still in contact with the ball</td>
</tr>
<tr>
<td>Net/Line</td>
<td>It’s illegal for a player to cross the center-line while making a play on the ball. It’s illegal to make contact with the net at anytime during the game.</td>
</tr>
<tr>
<td>Unsportsmanlike Conduct</td>
<td>Using profanity or vulgarity; taunting, baiting, fighting or ridiculing another player; any excessive celebrations; or pointing a finger at or making obscene gestures toward another player could result in a team warning or ejection</td>
</tr>
</tbody>
</table>

*Any action that violates the University of Hawaii Student Conduct Code*

*Team warnings are not limited to the above offenses. Any official or IM LeeSports Staff member has the authority to issue a team warning based on any violation that occur throughout the game day.*

**Players will be ejected from the game if any of the following offenses occur:**

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*Player ejections are not limited to the above offenses. Any official or IM LeeSports Staff has the authority to eject players based on any violations that occur.*