Volleyball Rules

Score Reporting

Paper score sheets must be filled out by both teams. At the end of the game the captains must verify the score, sign the score sheet and return the clipboard to the on-site supervisor. The winning team’s captain must also email the final score to the Grad-Pro IM Coordinator (elliott.taylor@yale.edu). To be considered a reported score, captains must send the email within the 48-hour window. Unreported scores may be considered forfeits and teams may be barred from playoff competition.

Weekly Updates

Scores will be posted online and sent to all captains. Game cancellations/announcements will also be emailed to all captains.

Game Cancellations & Rescheduling

If a game is cancelled by the coordinator due to court availability or weather, captains will be notified via email. If the season’s time constraints allow, games that were cancelled by the coordinator will be rescheduled. Games cancelled by the coordinator will not be recorded as a win or loss for either team. If the games cannot be rescheduled they will be nullified.

Rescheduling:

a. The captain of the team requesting to reschedule must contact the opposing captain and the IM coordinator 24 hours prior to the contest.

b. If the opposing team’s captain agrees to reschedule, then the captains and the coordinator will work to find a time that works for both teams.

c. If there are scheduling constraints and a time cannot be found the team requesting the reschedule will take the loss, but no “points against” will be added to their record.

i. The opposing team will receive a win by default and be awarded the default win points, which will be counted toward their final record.

Note: Teams have the option to decline a request to reschedule a contest. If declined, the game will be counted as a default and the appropriate points for and against will be distributed to both teams.

d. If both teams need to reschedule a game, then the captains can work with the coordinator to find a time and date that works for both teams.

i. If the captains cannot find a time that works for both teams then the game will be recorded as a double default.

- Teams will receive no points for or against.

Note: If there are extenuating circumstances, default points may be altered at the discretion of the coordinator. Coordinator may also choose to nullify game if appropriate. Games must be rescheduled at least one week prior to playoffs.

Default & Forfeit

1. Default – An un-played match that is recorded as a loss rather than a forfeit. This occurs when the defaulting team’s captain notifies the coordinator and the opposing team’s captain at least 24 hours before the scheduled game time.

a. The team that is defaulting will receive a two game loss and the opposing team will receive a two game win.

2. Forfeit – An un-played match that is recorded as a forfeit because the team failed to show up for its scheduled game and did not notify the coordinator and the opposing team’s captain at least 24 hours in advance.

a. The team that is forfeiting will receive a two game loss and the opposing team will receive a two game win.

b. Forfeit consequences:
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i. 1 Forfeit – Team will receive a two game loss
ii. 2 Forfeit – 3 “points for” will be subtracted from the team’s final season record, in addition to receiving the
2 game loss.
iii. 3 Forfeits – automatically disqualified from playoffs

Eligibility

All current graduate and professional students, faculty, and full-time staff are eligible to participate. Spouses and same sex civil union partners are able to participate ONLY if they have a Yale ID. Only players listed on the roster are eligible to play in any intramural game. Any updates to the roster must be submitted to the coordinator on the Friday prior to any weekend game. Final updates to the roster must be made before the last regularly scheduled game. Additional participants can be added only if they meet eligibility requirements. Eligibility of the players is the responsibility of the team captain.

Players may play on only one team in each league but may play in both the coed and rec leagues. However, teams with players participating in both leagues are expected to be able to field full teams when schedule conflicts occur even during playoffs.

- **Multiple Team Rule:** Any group that registers teams for more than one league and uses some or all of the same players for both teams must have enough substitutes to field two teams if circumstances require both teams to play at the same time, even during playoffs.
- **Playoff Eligibility:** In order to be eligible for playoffs, each participant who is listed on the roster must play in at least one regular season game.
- Yale affiliated members who are on a roster, but not members of the Payne Whitney Gym must purchase a guest pass at the front lobby desk or become a member of PWG. Guest passes are only valid for one day. Graduate and professional students are considered members of the gym and must present their Yale ID and scan into the gym upon entry.

Protests

Protests involving eligibility may be made by any captain against any team and must be made during or immediately following a contest. Protests will be addressed by the coordinator or on-site supervisor. Once notified, the team captain is required to present that player’s valid Yale ID for verification to the on-site supervisor, referee or coordinator. If no ID is available then the captain must submit a brief statement that includes the name of the person in question and the circumstances of eligibility. If a person is found to be ineligible, all games in which he/she participated are recorded as losses.

All other protests involving misinterpretation of the rules must be made at the time of incident. Play may be stopped and may not continue until the protest is resolved on the spot by the captains with the aid of the governing rules of the game, or if necessary by final decision of the on-site supervisor. Any team that disputes and refuses to continue play will forfeit the contest.

Late Policy

Teams are expected to be at the courts and ready to begin play at the designated starting time. Teams are permitted a 10-minute grace period. If at the starting time or during the grace period a team has the minimum number of players then the game must begin immediately.

If a team has fewer than the minimum at the designated starting time then the start of the game is delayed and the late arriving team is penalized as follows:

1. After 10 and up to 15 minutes after the original starting time, the first game will be played with the score starting at 10-0 in favor of the waiting team.
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2. After 15 and up to 30 minutes after the original starting time, the first game is eliminated and the opponent receives the win for that game.

3. At 30 minutes after the original starting time the match is forfeited and a 2 game win is awarded to the opponent.
   a. If both teams are late in arriving, then only the time is deducted until 30 minutes after the scheduled start at which time the game is declared a double forfeit and both teams receive losses.

Captain’s Responsibilities

1. Submit all registration materials by the registration deadline.
2. Attend the scheduled captains meeting. If the captain cannot attend, a representative may be sent to the meeting instead.
3. Distribute important IM information and schedules to teammates.
4. Communicate with the Coordinator and other captains any scheduling requests in a timely manner.
5. Accountable for team’s sportsmanship
   a. Captains should set an example for teammates by playing within the IM guidelines and exhibiting a high level of sportsmanship.
   b. Captains should address player conduct situations involving their team before the on-site supervisor must intervene.
6. Be knowledgeable of all game and eligibility rules and requirements.
7. Ensure that all teammates meet the eligibility requirements.
8. Inform teammates of any scheduling changes and IM updates.

The Game

Each match consists of three games. The best of three games will win all matches. Each non-deciding game will be won by the team that first scores 21 points with a minimum two-point advantage. If there is a deciding game, it will be won by the team that first scores 15 points with a minimum two-point advantage. Points will be scored on each rally. If the receiving team wins the rally, they score a point and gain the serve.

Rest periods between games of a match should be no longer than 2 minutes.

- **Volleyball is self-officiated** – there are no referees; players are responsible for making their own infraction and boundary (including scoring) calls.
- **Spirit of the Game**: Volleyball relies upon a spirit of sportsmanship that places the responsibility for fair play on the players. Highly competitive play is encouraged, but never at the expense of mutual respect among competitors, adherence to the agreed upon rules, or the basic joy of play.

The Team

Each team consists of six players and unlimited substitutes who must meet eligibility requirements. A team must start a game with a minimum of four players.

**Co-Rec Modification**

Each team consists of six players with at least two women on the court at all times. Teams may play with five or four players, but must have at least one woman on the court at all times.
Substitutions:

- May be made during a dead ball.
- Substitutes must take the position of the player who s/he is replacing. Must maintain service order.

Rules and Definitions

NCCA Women's Volleyball rules will govern play with the following clarifications:

Serving

- A serve is contact with the ball to initiate play.
- A serve contacting and crossing the net shall remain in play provided the ball is entirely within the net antennas.
- The server shall serve from within the serving area and shall not touch the end line of the floor outside the lines marking the width of the serving areas at the instant the ball is contacted for the serve.
  - The server’s body may be in the air over or beyond the serving area, having left the floor from within the serving area.

Serving Faults

1. The ball fails to cross the vertical plane of the net completely within the crossing space.
2. The ball passes under the net.
3. The ball touches a player on the serving team or any object except the net before entering the opponent’s team court.
4. The ball lands “out”.
5. The ball passes over an individual or collective screen.

Playing the Ball

Each team is allowed a maximum of three successive hits of the ball in order to return the ball to the opponent.

It is legal to contact the ball with any part of the body as long as the ball rebounds immediately. It may not "lay" against the body. If a player touches the ball or the ball touches a player, it is considered as a play on the ball.

- Prolonged contact with the ball is a fault. The ball cannot be caught and thrown.
- Players are not permitted to scoop, hold, and lift or push the ball. The ball may never be contacted with an open-hand underhanded motion.

Successive Contacts: During blocking or during the team’s first hit, successive contacts with various parts of the player’s body are permitted in a single attempt to play the ball.

- During any other team hit, contacting the ball more than once with any part of the body, without intervening contact by another player, is a fault.

Faults in playing the ball

1. It is a fault when a team contacts the ball four times before returning it to the opponents.
2. Assisted hit: no player may take support from a teammate in order to reach the ball. It is legal for a player to stop or hold a teammate who is not making a play on the ball in order to prevent a fault. A player may not play the ball while gaining support from the pole, cable or net supports.
3. Prolonged contact is a fault.
4. Double contact: when a player contacts the ball twice in succession, or the ball contacts various parts of the body successively. Exceptions to the rule include during blocking or during the team’s first hit.
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5. Illegal hit: it is a fault when a player in a nonplaying area plays the ball.

Attack-Hit

An attack-hit is an action, other than a block or a serve, that directs the ball toward the opponent. An attack-hit is completed the instant the ball completely crosses the vertical plan of the net or is touched by an opponent.

Attack-Hit Plays

1. It is illegal for a player to complete an attack-hit on the opponent’s service while the ball is in the front zone and entirely above the top of the net.
2. A player cannot initiate an attack-hit while the ball is completely on the opponent’s side of the net.
   a. If the initial contact with the ball is above the attacker’s side of the net and the follow-through causes the attacker’s hand or arm to cross the net without contacting an opponent or the net, this action does not constitute a fault.

Back-Row Attacker

1. A back-row player who is in the front zone may not complete an attack-hit if, at contact, the ball is entirely above the top of the net. The contact does not become illegal until the attack hit is complete.
2. A back-row player may complete an attack-hit if:
   a. At takeoff, the player’s feet have neither touched nor crossed the attack line or its indefinite extension.
   b. At the moment of contact, any part of the ball is below the top of the net.
   c. If a back-row player illegally attacks the ball into an opposing back-row blocker (including simultaneous contact), it is a double fault.

Blocking

Blocking is the action of a player(s) close to the net that deflects the ball coming from the opponent by reaching higher than the top of the net. A blocked ball is considered to have crossed the net. The blocking action ends when the blocking player makes a subsequent attempt to play the ball. Multiple contacts of the ball by a player(s) participating in a block are legal during one attempt to deflect the ball. During a block, multiple contacts are considered a single contact, even though the ball may make multiple contacts with one or more players of the block.

These contacts may occur with any part of the body.

Block Within the Opponent’s Space

In blocking, a player may place hands and arms beyond the net inside the antennas provided this action does not interfere with the opponent’s play. Blockers may reach across the plane of the net outside the antenna, but may not contact the ball over the opponent’s team area. If contact of the ball over the opponent’s team area is made while any part of the blocker or member of a collective block is outside the antenna across the plane of the net, the blocker has committed a fault.

Blocking the ball across the net above the opponent’s team area is legal provided:

a. The block is made after the opponent has executed an attack-hit (simultaneous contact with the attack-hit is a blocking fault)
b. The block is made after the opponents have completed their three hits
c. The block is made after the opponents have hit the ball in such a manner that the ball would clearly cross the net if not contacted by a player and no member of the attacking team is in a position to make a legal play on the ball
d. The ball is falling near the net and no member of the attacking team can make a play on it.
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**Ball Contacting Top of Net and Block:** If the ball touches the net and a blocker who is reaching above the net and then rebounds to the attacker’s side of the net, the attacker’s team has the right to three team hits.

**Blocking the Serve:** Blocking a served ball is a fault.

**Play at the Net**

**Ball Crossing the Net:** The crossing space is the part of the vertical plane of the net limited at the sides by each antenna and its imaginary extension, and by the ceiling. A ball sent to the opponent’s playing area must pass over the net within the crossing space.

The ball is out of play when it completely crosses the space under the net.

**Ball Touching the Net:** The ball may touch the net while crossing it. A ball driven into the net may be recovered within the limits of the three team hits.

**Ball Penetrating the Vertical Plane:** A ball penetrating the vertical plane of the net over or below the net may be returned to a team’s side by a player on that team provided the ball has not completely crossed the vertical plane of the net when such contact is made. Once the ball penetrates the vertical plane above the net, opponents have an equal right to play the ball.

It is not a fault to penetrate into the opponents’ space under the net, provided that this does not interfere with the opponents’ play. If the ball inadvertently contacts an opponent while part of the ball is in the plane below the net, the ball is out of play and it is not considered to be a fault by the opponents.

It is a fault to contact the ball or an opponent above or below the net over the opponent’s team area before or during the opponent’s attack-hit.

It is a fault to intentionally touch the ball while it is in the body of the net on the opponent’s side.

**Player at the Net**

Contact with the net or antenna by a player is not a fault, unless it is made during an action of playing the ball, or it interferes with the play. Playing the ball may include actions in which the player(s) does not actually touch the ball. If the ball is driven into the net with such force that it causes the net or antenna to contact a player, no fault is committed. A player may touch a post, a rope or any other object outside the antenna, including the net itself, provided this contact does not interfere with the play or is not used as a means of support while contacting the ball.

**Simultaneous Contact with the Net by Opponents:** If opponents commit a net fault simultaneously, it is a double fault and the rally is replayed.

**Interference:** It is a fault to interfere with an opponent. Interference is contact or an apprehension of potential contact that hinders an opponent’s play on the ball. Inadvertent contact that does not prevent an opponent from making a play does not constitute interference.

**Crossing the Center Line**

1. It is not a fault to cross the center line after the ball is out of play.
2. It is not a fault to cross the extension of the center line outside the boundaries of the court and enter the opponent’s free zone, provided there is no interference with opponents and it does not present a safety hazard.