6v6 VOLLEYBALL RULES

Stanford University Intramural Sports follows the rules established by USA Volleyball with minor modifications. Rules governing and specific to Co-Recreational play are listed as well.

Pre-Game Responsibilities
1. Teams are encouraged to arrive at least 15 minutes prior to their game’s scheduled start time. Teams are allowed a five (5) minute grace period. Teams arriving after the grace period will forfeit the contest. IM supervisors will make the call regarding the grace period.
2. Teams must have at least 5 players to start. A Co-Rec team may play with 2 men and 2 women or 2 men and 3 women. An equal or greater number of women must be on the court at all times.

Equipment
1. Players must remove watches, rings, chains, and all other jewelry that may cause injury.
2. Game balls will be provided by IMs, but teams must bring their own equipment to warm up with. Captains can agree to use their own balls during the captain’s pre game meeting.
3. Shoes must be worn. Boots, and/or sandals are strictly prohibited. Furthermore, pants (blue jeans) that restrict the natural movement of the body are prohibited.
4. The net shall be placed at men’s height for DI and DII games and at women’s height for CoRec games.

General Guidelines
1. Match is best two of three games.
2. Game is to 30 points, must win by two, rally scoring, no cap on number of points needed to win.
3. Third game is played to 15, win by two, rally scoring, no cap on number of points needed to win.
4. Substitutions may be made for a player in any position. Co-Rec players must substitute for members of the same sex.
5. If, in Co-Rec, only four players are available, the person in the serving position is considered the only person in the back row.

Special Co-ed Rules
1. Co-ed teams need three women and three men in alternating positions.
2. A co-ed team may play with 2 men and 2 women or 2 men and 3 women.
3. When the ball is hit more than once on a side, one of the hits must be made by a woman.

**Playing Area**
1. The ceiling, walls, bleachers, and any court dividers are out of play.
2. A player cannot enter an adjacent court to play the ball.
3. Low obstructions are in play, as long as the ball does not cross the net after hitting the obstruction (i.e. basketball nets).

**Rights and Duties of Players and Teams**
1. The floor captain is the team’s spokesperson.
2. The captain may make requests for time-outs when the ball is dead. Each team is allowed two 30-second time-outs per game.

**Team Area, Duration of Matches, and Interruptions of Play**
1. Teams will rally to determine who gets first choice. The winner will choose: 1) first serve; 2) to receive the first serve; or 3) the choice of the court for the first game. The loser may choose from the other options.
2. A new rally is performed before the third game, if necessary.
3. After each game, and at 8 points in the deciding game, the teams will switch sides.

**Substitutions**
1. Player substitution may be made when the ball is dead.
2. A team is allowed an unlimited number of subs on a player-for-player basis, as long as the starter and the substitute replace each other in the same locations during the game.

**Commencement of Play and Service**
1. If, after releasing or throwing the ball for service, the server allows the ball to fall to the floor without touching it, the service effort shall be cancelled and a reserve directed.
2. There may be more than one re-serve during any term of service, but not consecutively, nor to purposely delay play.
3. The service is considered good if the ball passes over the net between the antenna or their definite extensions without touching the net or other objects.
4. There are no LET serves. Only one service attempt is allowed. A bad attempt results in a side-out.
5. The team not serving first in the first game shall serve first in the second game.
6. The team that receives the ball first in a game shall rotate once before serving.
7. The players of the serving team must not screen their opponents from the server or the trajectory of the ball. Screening occurs when the serve passes over the player standing at the net with his/her hands over his/her
head, or when the ball passes over two or more players standing at the
net in close proximity to each other (3 feet).
8. At the time that the ball is contacted for service, the placement of the
players on the court must be in the proper service order (the server is
exempt).

Playing the Ball
1. Each team is allowed a maximum of three successive contacts of the ball
in order to return the ball to the opponent's area.
2. The ball may be hit with any part of the body on or above the knee.
3. Players may have successive contacts of the ball during blocking and
during a single attempt to make the first team contact (even if the ball is
blocked) provided it is one attempt to play the ball, there is no finger action
during the effort, and the ball is not held or thrown.
4. When the ball visibly comes to rest momentarily in the hands or arms of a
player, it is considered as having been held. The ball must be hit in such a
manner that it rebounds cleanly after contact with a player. Scooping,
lifting, pushing, or allowing the ball to roll on the body shall be considered
a form of holding. A ball clearly hit with one or both hands from a position
below the ball is considered a good play.
5. A player is not allowed to attack the ball on the opposite side of the net. If
the ball is hit above the spiker's side of the net and the follow-through
causes the spiker's hand and arm to cross the net without touching an
opponent or the net, it is not a fault.
6. Only the players who are in the front line at the time of service may legally
accomplish blocking.
7. Any player participating in a block shall have the right to make the next
contact.
8. Back-line players may not block or participate in a block, but may play the
ball in any other position near and away from the block.
9. Blocking a serve is prohibited.
10. Blocking the ball across the net above the opponent's court shall be legal
provided that such a block:
   • Is after a player of the attacking team has spiked the ball;
   • Has directed the ball into his/her opponent's court;
   • Is after the opponents have completed their three allowable hits;
   • Is after the opponents have hit the ball so that, the ball would clearly
cross the net if not touched by a player, provided no member of the
attacking team is in a position to make a legal play on the ball; If the
ball is falling near the net and no member of the attacking team could
reasonably make a play on the ball.
11. A back-line player returning the ball to the opponent's side while forward of
the attack line must contact the ball when at least part of the ball is below
the level of the top of the net over the attacking team's area.

Play at the Net
1. If a player's action causes the player to contact the net during play, whether accidentally or not, with any part of the player's body or uniform, it shall constitute a fault. Hair does not constitute of fault.

2. Contacting the opponent's playing area with any part of the body except the feet is a fault. Touching the opponent's area with a foot or feet is not a fault providing that some part of the encroaching foot or feet remain on or above the centerline.

3. Either team may play a ball that has penetrated the vertical plane of the net.

**Team and Player Faults**

1. A double fault occurs when players of opposing teams simultaneously commit faults. The teams would direct a replay.

2. If faults by opponents occur at approximately the same time, the teams will determine which fault occurred first, and penalize that fault; if this cannot be done, a double fault shall be declared.

3. If the serving team, or a player on the serving team, commits a fault, a side-out shall be declared. If the receiving team, or a player on the receiving team, commits a fault, the serving team shall be awarded a point.

4. During rally scoring a point is scored on every play.

**Rally Scoring and Results of the Game**

1. All games will be played under "rally scoring", awarding a point on each service. When the receiving team commits a fault, the serving team scores a point. When the serving team commits a fault, the receiving team scores a point.

**The Game**

1. Players may interchange positions to pass or block, only after the serve.

2. A back line player may spike providing that he/she jumps and remains behind the 10 foot line.

3. While playing the ball in his/her court, a player is allowed to reach under the net, but must not touch the floor over the center line.

4. Opponents simultaneously hitting the ball directly over the net may play the ball again if it falls into their court.

5. All games will be call your own and score your own. If a judgment call cannot be decided, a replay will occur.

6. The intramural supervisor has the authority to make final decisions regarding playing time, conduct, etc.

**Additional Rules and Clarifications**

**Legal Serve**

- Each serve must be put into play by hitting the ball underhand or overhand over the net into the opponent’s court by a player in the serving area. The player serving must not step on or over the end line until after the ball is contacted on the serve. (Foot fault: penalty-side out).

- Players must stay in serving order.
Players may switch positions after service provided they return to their original positions after each point. PENALTY: side out or point awarded. Exception: a player from the back line may not spike the ball or block a spike within 10 feet of the net.

Serving Out of Turn
- Discovered while server still serving: side out called, mistaken points subtracted, serving order corrected.
- Discovered in interval between change of serve: opponent serves, mistaken points subtracted, and serving order corrected.
- Discovered after opponents begin serving: no loss of points, serving order corrected, on next dead ball.