

# NEW MEXICO STATE UNIVERSITY

## Recreational Sports

### Volleyball Rules

\*Note- The Rec-Sports Assistant Director may make changes to any rules he deems necessary.

#### PLAYER ELIGIBILITY

1. Participation is limited to full-time enrolled NMSU students on main campus, Aggie Fit members, faculty members, and full-time staff. NMSU branch students, NMSU alumni, and members of the community are **NOT ELIGIBLE** without the purchase of an Aggie Fit pass. All areas of eligibility are covered in the Rec-Sports Intramural Policies and Procedures.
2. In order to participate in an Intramural contest each player must present their validated NMSU ID.
3. Participants must be able to access the Rec-Sports facilities. A valid NMSU ID is required to enter the facility.

#### The Game

1. The current National Federation Volleyball Rules will govern play except where modified herein.
2. A coin toss shall be conducted between the designated player of each team prior to the first and third game of the match. The winner shall choose either to serve/receive or playing area. The loser shall be given the remaining choice.
3. A game shall be won by the team that has scored the most points and is at least 2 points ahead: (a) when one team has scored 25 points rally score for all games (best two-out-of-three games) or (b) the first time the ball becomes dead after 15 minutes running time.

#### Players

1. The game shall be played between two teams of no more than six players each. A team must have four players present and ready to play by scheduled game time to avoid a forfeit. **However, if a team plays with less than 6 players, a point and side-out will be awarded to their opponent when the open positions rotate to serve.**
2. A team will have a 10-minute grace period from the scheduled game time to arrive with the minimum number of players to avoid a forfeit. At the scheduled game time, the supervisor will start the game clock. For every minute the team is not ready begin play, the offended team will receive one (1) point. When the team arrives with the minimum number of players and is ready to being play, the score will reflect the point(s) awarded due to the lateness of the team, and the clock will not be reset. If the team has not arrived within 10 minutes, they will forfeit the game. The game will be recorded as a forfeit with a score of 10-0.
3. The first server of the game is the player in the Right Back position. Thereafter, when a team is awarded a side-out, the player in the Right Front position rotates to the serving area.

#### The Court

1. A ball striking the ceiling or an overhead obstruction shall remain in play. However, the ball must return to the side of the court where it was last played before returning it over the net.

#### General Time Factors

1. The clock shall run continuously throughout the entire playing time except where stopped by rule.
2. The time between games of a match shall be no more than 2 minutes.
3. Each team is limited to two time-outs per game that should not exceed 30 seconds.
4. In case of injury, the referee may interrupt play and, after sufficient time for replacement of the injured player, direct a replay.

#### During Play

1. The net serve shall be allowed, and play shall continue provided net contact is entirely within the net antennas.
2. The first opponent in contact with the ball is allowed to unintentionally double hit the ball without penalty provided it is not prolonged.
3. A block is having a player close to the net who is reaching higher than the net and deflects the ball coming from an opponent. **It is illegal for back-row players, on or in front of the attack line, to complete a block or collective block while the ball is completely above the height of the net.** The serve may not be blocked.
4. The ball may be attacked (spiked) or set, including a served ball, when it has partially crossed the net. **When a back-row player, on or in front of the attack line, contacts the ball completely above the height of the net and completes an attack, it is illegal (back row attack).**
5. Spiking is a play in which the ball is forcibly hit into the opponent's court from above the top of the net.

#### Substitutions

1. The position of the substitute shall be that of the player replaced without changing the serving order as recorded on the scoresheet.
2. Free substitutions during a dead ball.

#### Co-Rec. Competition

1. A team shall consist of 3 males and 3 females who shall be placed in alternate positions on the floor. If 5 players are present, any combination of 3 and 2 may participate. If 4 players are present, the team must play with 2 males and 2 females. However, if a team plays with less than 6 players, a point and side-out will be awarded to their opponent when the open positions rotate to serve.
2. Participants shall only substitute for their gender.
3. Any ball touched legally more than once by the same team and then returned must have been touched by a female.

4. The height of the net shall be that which is regulation for men's competition.