**Please refer to the Participants’ Manual for a complete list of all Intramural Sport guidelines & procedures**

THE GAME WILL BE PLAYED ACCORDING TO THE CURRENT NATIONAL FEDERATION OF STATE HIGH SCHOOL ASSOCIATION’S RULES AS DISCUSSED WITH THE FOLLOWING EXCEPTIONS:

A. General IM Procedures
   a. Teams should arrive 15 minutes before the game to check-in with the supervisor. All participants must display a valid Carolina Card, or be able to show their digital Carolina Card via the GET Mobile app before each game in order to play. **No ID – No Play – No Exceptions!**
   b. Teams are expected to begin the game at the schedule time. **Game time is forfeit time!**
      i. Forfeits: If your team does not have the minimum amount needed to start your game at game time, you will receive a forfeit. You then have 3 business days to come into the IM office and pay a $15 forfeit re-entry fee or you will be withdrawn from the league. You will also receive a 1.0 sportsmanship rating for that game.
      ii. Defaults: If you notify the IM office by 3p on the day of your game (*by 12pm on Sunday for Sunday games) your team will receive a default (instead of a forfeit). You will not need to pay the $15 re-entry fee and you will receive a 3.0 sportsmanship rating (instead of a 1.0)
         1. Teams that don’t have the minimum number of players required to play on their www.imleagues.com roster by 3pm the day of their game (Monday through Friday) or 12pm the day of their game (Sunday) will have their game automatically defaulted by the USC Intramural Sports office.
   iii. The USC Intramural Sports Office can be reached:
      1. By email at intramurals@sc.edu
      2. By phone at 803.576.9387
      3. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D
   c. To receive the latest USC Intramural Sports schedules, scores, and updates be sure to download the Imleagues app directly to your phone.
   d. The USC Intramural Sports Rainout Line number 803-574-1504. The Rainout Line also has a downloadable app option for the most up to date game updates: https://rainoutline.com/search/dnis/8035741504
   e. No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the field.
   f. Sportsmanship: Each team will be given a sportsmanship rating 1-4, in accordance with the Participants’ Manual, from the officiating crew/on-site supervisor following the game. If a player is ejected, their team may play down a person for the remainder of the game.
   g. Protest: The only 2 things that can be protested are rule interpretation & player eligibility.
      i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next play.
      ii. Protests of alleged ineligibility should be made immediately to the intramural sports staff rather than waiting to see the outcome of a game.

B. Court & Location
   a. Matches will be played in the Strom WFC main gym.
   b. Net height will be set at 7’11 5/8” for men and CoRec matches and 7’4 1/8” for women.
   c. Playable areas include all areas within your court area.
      i. Playing the ball off the walls, curtains, track, etc is not permitted.
      ii. If a team has contacts left & the ball hits the ceiling (staying on their side the whole time), they may continue to play the ball
      iii. If the basketball hoops are down, play is at the officials’ discretion.

C. Players
   a. A team will consist of six (6) players (a minimum of four (4) is required to prevent a forfeit).

D. Equipment
The game ball will be provided by the Intramural Sports program.
   i. If teams wish to warm up, they may check out a volleyball from equipment issue with a valid USC ID.
   Game balls may not be used for warming up.

E. Scoring
   a. Matches will consist of the best two of three (2/3) games and will only play the third game if needed.
   b. All games within a match will be scored in the rally point system.
   c. Each of the first two games will be to 25 points. The winner must win by two points, 30 point cap.
   d. The third game will be first to 15 points, win by two points, with a 17 point cap.

F. Pre-Game
   a. The “behind the back 1 or 2” will determine which team will select serve, receive, or side.
      i. The teams will change courts after each game.

G. Time Outs
   a. Each team is allowed one (1) time out per game. The length of each time out is 30 seconds.

H. Rotation
   a. The team earning the serve will rotate clockwise before the new serve.
   b. Every team member must rotate around to every position.

I. Substitutions
   a. Substitutes may enter the court only when the ball is dead.
   b. Either team (serving or receiving) may substitute during a dead ball.
   c. Substitutions may only occur in the middle back position.
   d. All substitutes must check in with the down official, who will then whistle/signal the substitute in.

J. Ball Contact During Play
   a. Each team will be allowed a maximum of three (3) contacts per side before returning the ball to the opponent’s side.
   b. A contact is any touch of the ball by a player (excluding the player’s hair or clothing).
   c. A player may use any part of his or her body to contact the ball.
   d. A lift, carry or held ball is defined as when the ball rests momentarily in the hands or arms of a player. The ball must be cleanly hit. Scooping, lifting, pushing, holding or carrying the ball shall be considered a lift.
   e. Multiple contacts are more than one (1) contact by a player during an attempt to play the ball. They are only allowed
      i. When the first ball over rebounds from one part of the player’s body to one or more other legal parts in an attempt to block.
      ii. On any first team hit.
   f. If two (2) or more players of the same team contact the ball simultaneously, it is considered as only one (1) contact. Any player may be the next contact.
      i. If one or more players are attempting to block a shot and have contact with the ball, this player(s) is eligible to participate in the next contact. The block will not count as a contact for his/her team.
      ii. If two or more players of opposing teams contact the ball simultaneously above the net, any one of the players involved are eligible to participate in the next play.

K. Play at Net
   a. A net foul occurs when a player contacts any part of the net including cables & antennas (hair & clothing do not count.)
   b. A player may touch the floor across the center line with one or both feet/hands provided a part of the foot/feet or hand(s) remains on or above the center line. Contacting the floor completely across the center line with any part of the body is illegal.
   c. Blocking or attacking a serve is not permitted.
   d. If the ball is driven into the net with such force as to cause the net to contact a member of the opponent’s team, no penalty will be issued to either team and play will continue.

L. Service
   a. The server should hit the ball with one hand, fist, or arm while the ball is held or after it’s released.
   b. The ball should be contacted within 5 seconds of the officials’ whistle.
   c. The server may stand anywhere behind the back line and between the sidelines to serve.
   d. The server must receive permission from the official before each serve. Penalty: one warning, then loss of serve.
   e. If a player serves out of order, the serving team loses the service and any points gained during such out of order service. The players of the team at fault must immediately resume their correct positions.
   f. A foot fault will be declared if any part of the server’s foot touches the back line during or prior to contacting the ball for serve.
g. Players on the serving team may not take action to prevent the receiving team from seeing the ball (no screening).

h. A ball that is served and contacts the net is still in play (assuming in progresses to the other side of the net before being touched by the serving team). This is called a let-serve.

M. Back Line Players
   a. A back-row player who is on or in front of the 10-foot (attack) line 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.
      i. A back-row player may complete an attack-hit if: at take-off, the player’s feet have neither touched nor crossed the attack line or its indefinite extension; after the attack-hit, the player may land within the front zone; or at the moment of contact, any part of the ball is below the top of the net.
   b. If a back-row player illegally attacks the ball into an opposing back-row blocker (including simultaneous contact), it is a double fault.
   c. Back line players may not participate in the action of blocking.

N. CoRec Modifications
   a. Player positioning on the court must alternate male, female…etc, except in the case of a team playing with only 5 members, in which case members of the same gender will have to be beside each other.
   b. In order for a CoRec team to play with six (6) people there must be an equal number of males & females. The following gendered arrangements are allowed (3w&2m, 2w&3m, or 2w&2m).
   c. There are no restrictions on who must touch the ball prior to it crossing the net.

O. Replays
   a. When two opponents, during the same play commit a simultaneous fault, the point may be replayed.
   b. If a ball from another court comes onto the court, a replay may be called.
   c. A re-serve shall be issued if the server lets the ball drop (1 time only per service term).

P. Playoffs
   a. All teams are eligible for post season play provided that they do not forfeit more than once or default more than twice and they complete the season with the required sportsmanship rating (3.0).