All participants must show a valid KENT STATE UNIVERSITY ID or Government Issued ID no less than 5 minutes before the start of every game. Anyone without an ID will not be allowed to participate. **No exceptions.**

All games will be officiated based on the *National Federation of State High School Association Volleyball Rules*; which will be in effect unless otherwise noted in this supplement.

**THE GAME**

- **Net Heights:**
  - Women - 7'4\(\frac{1}{8}\)'
  - Men - 7'11\(\frac{5}{8}\)'
  - Co-Rec - 7'11\(\frac{5}{8}\)'
- Only the Team Captain may address questions concerning a player, the game or an official's call.
- The following items are not permitted to be worn during competition: shoes with soles that mark the floor, baseball caps, hats, rings, bracelets, watches, necklaces, dangling jewelry, jean shorts, and any item an official or supervisor feels may be a risk to the participants' safety.
- A team may consist of six (6) people, but a game must start with a minimum of four (4) players.
- **Co-Rec:** at least two (2) men and two (2) women are required to start play. Teams may not play with more than three (3) players of any gender.
- Any player that shows up during a game may register during any timeout or at the completion of the first or second game.
- Substitutions can only be made for the server position, except in the case of an injury. There is no limit on the number of substitutions.

**CO-REC VOLLEYBALL**

- The team shall be composed of 6 players, 3 men and 3 women
- A minimum of 4 players is required to start a match.
  - Teams must have a minimum of 2 men and 2 women
- Teams may not have more than three of one gender on the court at any time.
- The net height shall be 7'11\(\frac{5}{8}\)'

**MATCH LENGTH**

- **Match length:**
  - The match will be best 2-out-of-3 games. All games will be rally scoring
  - Each of the first two games will be scored to 25, win by 2, with a cap of 27
    - If a third game is necessary, it will be scored to 15, win by 2, with no cap
- **Timeouts:** Two per match. They will be 60 seconds in-length
Volleyball Rules

SERVING

- 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 front right position rotates to the serving area.
- Each team member shall serve in-turn and may have one chance to hit the ball over the net on the serve.
  - Only one toss for service is permitted. A second toss is not allowed.
- The server shall stand with both feet behind the rear boundary line. The serving area shall be behind the end line and from sideline to sideline. Both sideline extension lines are included in the width of the serving area.
- The ball may be served underhand, overhand or sidearm and may be hit in any manner by the hand.
- A serve that contacts the net and continues across, shall be in-play.
- A served ball may not be blocked or attacked by the receiving team.
- Before the serve, all members of both teams must be in their respective positions on the court. After the ball is served, players may move out of any position. However, back row players may not attack or block the ball from in front of the 10’ line.
- Teams will alternate serves between games: The team that is listed first on the schedule shall call the coin toss. The team that serves the first game, will receive serve the second game. If a third game is necessary, then a coin toss will occur to determine who gets the choice of serve or side. The team listed second on the schedule will call the coin toss.

PLAYING RULES

- When receiving the ball for service after a side-out has been called, each member of that team shall rotate one position in a clockwise direction.
- A ball hit into the net, may be recovered provided a player does not make contact with the net or cross the centerline. A player may not play the ball in succession, unless played once by another player. Exception: A block does not count as a hit. One player can make contact with the ball twice, if initial contact is a block.
- A team must return the ball across the net with three or fewer contacts. A block does not count as contact.
- Reaching over the net to block the ball is ALLOWED, if the other side has used all the three touches. It is illegal if opposing team has not used all the touches (and there is somebody trying to make a play there.)
- If a player is hit by the ball or touched the ball, it is considered legal contact and to have been played. Legal contact is a touch of the ball by a player’s body (a players hair is not considered the players body); which does not allow the ball to visibly come to rest or involve prolonged contact with a player’s body. (The ball can hit the players feet. It is legal to kick the ball, to keep it in-play)
- When the ball lands on the boundary line, it is considered in the court. It is legal for a player to run out of bounds and play the ball; however, a player may not enter another volleyball court to play the ball. The ball must cross the net between the antennas
- Any ball that makes contact with the backboards or ceiling fixtures on an opponent’s side will be considered out-of-play and a point/side-out will be awarded. Any ball that makes contact with backboards or ceiling fixtures on their own side will be considered in-play. Any ball that hits the divider curtains or the walls will be called immediately out.
FOULS & VIOLATIONS

- The following are fouls or violations:
  - Serving illegally, or out of turn.
  - Touching the net or reaching under the net to interfere with an opponent playing the ball.
  - Stepping over or crossing the center line and interfering with the opponents’ play.
  - Spiking or blocking the ball in front of the 10’ line when playing the back row position.
  - Contacting the ball twice in succession, unless the first contact is a block
  - Catching or holding the ball while playing it.
  - Contacting the ball in an underhand motion with open hand or hands (slapping or scooping).
  - Failure to return ball over the net in three or fewer contacts.
  - A player that blocks or interferes with the intended set of the opposing team.
  - Blocking or attacking a serve
    - Note: Players may set the serve

- If a foul is committed by the receiving team: a point is awarded to the serving team.
- If a foul is committed by the serving team: a point plus the service rally scoring.

EJECTION

- In the case of an ejection, the player not only must leave the premises but also needs to meet with the Coordinator of Intramural Sports, before she/he may participate in the next activity.

THE INTRAMURAL STAFF HAS THE RIGHT TO STOP A CONTEST IF THEY DEEM IT NECESSARY