



Intramural Sports CoRec Volleyball Rules



Intramural Sports Participant Manual

- All participants are required to adhere to the policies of Intramural Sports. This information is located online at <http://intramurals.athletics.cornell.edu>.
- In the Intramural Sports Participant Manual, you will find important information regarding:

Team Information	Participant Information
• Registration	• Eligibility
• Divisions	• Participation
• Playoffs	• Participant Conduct
• Sportsmanship	• Safety
• Forfeits and Cancellations	• Alcohol and Drug Policy
• Protests	
• Champions	

Courts

All games will be played at Barton Hall.

Timing

- Matches will consist of a best-of-three game series (25, 25, 15). Games will be rally scoring.
- All games will use a win-by-two format. The first two games will cap at 30 and the third game (if necessary) will cap at 20.

Start of Play

- The coin toss winner may elect to serve, serve receive, or choice of side.
- The team not serving first in the game shall serve first in the second game.
- A new coin toss is performed before the third game, if necessary.

Play

- Four players per team are allowed on the court at a time. A minimum of three players is necessary to begin and continue play.
- A maximum of two males and two females are allowed on the court. A minimum of two males and one female or one male and two females are required.
- Each team is allowed a maximum of three successive contacts of the ball in order to return the ball to the opponent's area. Blocks do not count as a contact.
- Successive contacts may be made only after blocking a spike attempt.
- Blocking or attacking a serve is illegal.
- Serves that hit the net are in play.
- All passes must be clearly hit, not thrown, lifted, or change of direction allowed by a double hit.
- A back line player may spike providing that he/she jumps from behind the 10-foot line.
- Substitutions
 - Substitutions may only occur during dead balls.

- Teams may elect to rotate all players in one at a time through the server's position or may substitute player for player.
- The team must indicate which method will be used at the start of each match.
- Lines
 - Any ball landing on the line is good.
 - The server must stand entirely behind the end line until they strike the ball.
 - A player's foot/hand may land on the center line provided it is not entirely over the line.
- Net Play
 - Players may reach over the net and block the ball, provided the opposing team has completed their attempt to return the ball over the net.
 - The ball is considered to have crossed the net when any part of the ball is extended over the net.
- Teams must rotate clockwise after receiving a side-out.

*All rules not specifically covered in this document will be enforced as NFHS Volleyball Rules.
All rules are subject to change by the Intramural Sports professional staff.*

Last Updated 03/12/10