

CU • STUDENT REC CENTER INTRAMURALS
Jumbo VOLLEYBALL • RULES
Office Line: 303-492-2893 • Email: imsports@colorado.edu
Website: www.colorado.edu/rec-center/intramurals

ROSTER SIZE IS LIMITED TO 8 PLAYERS
Teams winning a championship will receive a maximum of 6 t-shirts.

GENERAL

- Participants should have adequate health insurance to cover any injury which may occur.
- Alcoholic beverages and drugs are prohibited in the Student Recreation Center, on any recreation center property and at all Intramural Sports sanctioned events. Participation while under the influence of these substances is also prohibited in these areas. Any violation of this policy will be grounds for immediate ejection, forfeiture and possible suspension.
- NO JEWELRY is allowed in any intramural competition.
- **Game time is forfeit time! Players should check in with the Intramural Supervisor at least 15 minutes before their scheduled game time. If you do not have enough players to field a team at game time, your team will receive a Forfeit. NO EXCEPTIONS!**
- **No Buff OneCard = No Play! All intramural participants are required to have either their Buff OneCard or Rec Center membership card with them at EVERY intramural event. Failure to do so will result in ineligibility. NO EXCEPTIONS!**
- The following are situations in which your team WILL NOT be allowed to advance to the post-season tournament and may be removed from the league:
 - If you forfeit one regular season game.
 - If you accumulate two or more Honest Effort Forfeits (HEF).
 - If your team fails to average a 3.00 or better sportsmanship rating.
- The Intramural Sports Office **DOES NOT** reschedule games once the schedule has been posted. If your team is unable to make a regular season game, **your team captain must** email the intramural office by 2:00 pm Friday for a weekend game. The intramural office will then be responsible for offering out your game. If your game is picked up by another team, your team will not be credited with a Forfeit. However, if your game is not picked up by another team, your team is still responsible for playing that game. Failure to notify the intramural office by the deadline stated will result in a Forfeit. Failure to show up to a game where no replacement team was found will result in an Honest Effort Forfeit (HEF).

FORFEIT POLICY

- **GAME TIME IS FORFEIT TIME!** All teams should arrive **15 minutes prior** to the scheduled start of the game to check in and warm up. Any team failing to report ready-to-play at the scheduled start time shall forfeit to their opponent. **Any team that forfeits will be removed from the league for the remainder of the season.**

ELIGIBILITY

- Every intramural participant must be a full fee-paying University of Colorado student or recreation center member.
- Every intramural participant must present their Buff OneCard or Student Recreation Center Membership Card in order to check in before every game. If a player fails to have one of these two proofs of identification, they will not be allowed to participate. **NO EXCEPTIONS!**
- Players may play on no more than one team in an Equal Opportunity division and one in a Co-Rec division per sport per session.
- A player must have played in at least one of the first three regular-season games in order to be eligible to play in the post-season tournament.
- **Intercollegiate Athletes:** Current intercollegiate athletes are not eligible to participate in their sport or any related sport. An intercollegiate athlete is any individual participating in intercollegiate contests attending regular practice, whose name appears on the official squad list, or who has won a letter at a recognized senior college. Varsity, red shirts, junior varsity players and freshman are all considered intercollegiate athletes. You are considered an intercollegiate athlete for one entire academic year unless you have been dropped from the squad before the first intercollegiate contest and are no longer playing or practicing with the team.
- **Club Players:** A member of a club sport is defined as a student who participated or practiced with the club during the current academic year. Intramural teams are limited to three club players per team in their specific sport or any related sport, and athletes must play on a team in the most competitive league offered.

TEAMS/ SUBSTITUTIONS

- A team consists of four players. An Honest Effort Forfeit (HEF) will be given to teams that have only one player at game time. Teams with any less than this will be given a standard Forfeit. Any team receiving a HEF will be given 3.0 points toward their sportsmanship rating. If a team receives two or more HEFs in a single season, they will be removed from the league and not allowed to advance to the post-season tournament.

UNIFORM/EQUIPMENT

- Players must wear athletic-style clothing. Some examples of inappropriate clothing would be such items as jeans, button-down shirts, sandals, dress shoes, etc. The Intramural Staff has the final discretion on what is deemed appropriate and inappropriate.
- Players must wear athletic footwear (tennis shoes, cross trainers, etc.). No Crocs, flip-flops, toe shoes, sandals, boots, dress shoes, or shoes of the like are allowed during play.
- Players may not wear hard-billed hats, watches, headphones, or any sort of jewelry.
- Braces or casts are only allowed if deemed safe by the Intramural Supervisor on site.

THE GAME

LENGTH OF GAME

- Teams will play a 3 game series. Games last for 15 minutes. The team with the most points at the end of 15 minutes wins. a. In the case of a tie, play until the next point is scored.

TIMEOUTS

- Each team is allowed one 30-second timeout per game. Timeouts do not carry over from game to game.

CAPTAIN'S MEETING

- At the beginning of each game there will be a captain's meeting. Officials will go over any questions or rule changes with captains at this time.

STARTING THE GAME

- During the captain's meeting, the officials will toss a coin. The visiting captain shall call the toss. The winner shall choose either to serve or receive. The loser of the toss shall be given the remaining choice.

SCORING

- A point shall be scored by the opponent each time a team commits a fault.
- If the serving team wins the rally, it scores a point and continues to serve. If the receiving team wins a rally, it scores a point and gains the serve. Each time a team gains the serve, it must rotate one person clockwise before serving.

Play

- A ball cannot be played off the ceiling, speakers, fan, wall, poles, or curtain.
 - Trapping the ball in the net is not allowed.
- A ball is considered "out" if it strikes the floor completely outside of the boundary lines
 - The entire line must be visible for the ball to be considered "out"
- Players must rotate after every server exchange.
 - The rotation is clockwise.
- **PLAYOFFS:** In the case of a tie, play until the next point is scored.
- **Serving**
 - The server must serve behind the serve line (the 10-foot line).
 - Two members of the team may hold the ball up and the server may hit it out of their hands, but they must be behind the serve line.
 - You may not attempt to block/spike another team's serve.
- A maximum of three (3) hits per side is allowed.
- The same person may not hit the ball twice in a row.
- The ball may not be kicked or headed at any time.
- No leaning or sitting on the ball.
- A player cannot hit the net or step over the middle line while making a play.

CONDUCT/SPORTSMANSHIP

- Fighting and unsportsmanlike conduct will not be tolerated and are grounds for the team and its members being dropped from the league and/or suspended from Intramural Sports.
- Any abusive language, physical gestures, and untimely or inappropriate questioning of calls directed at any intramural staff, participant, or spectator are grounds for ejection. Team penalties may be given and team captains are therefore responsible for controlling their respective benches.
- Pre and post-game harassing of intramural staff, participants, or spectators, as well as any unsportsmanlike conduct or lack of cooperation, is grounds for program penalty, suspension, or expulsion.
- The Intramural Supervisor has the ability to award penalties and/or ejections to any intramural participant or spectator at any point in time.
- Only captains may address the intramural staff on matters of interpretation and discussion.
- Teams are required to clean up after themselves and keep the intramural playing area clean. Failure to do so may impact your sportsmanship rating.
- **Teams must average no less than a 3.0 sportsmanship rating. Failure to do so will result in expulsion from the post-season tournament.**

TOURNAMENT SCHEDULES

- Teams are considered ineligible for the post-season tournament for the following reasons:
 - Accruing one Forfeit.
 - Accruing two Honest Effort Forfeits (HEF).
 - Receiving less than a 3.0 sportsmanship rating average.
- Post-season tournament schedules will be posted the last week of the regular season.

Forfeit Score: 3-0

Needed to Start:

- **Comp: 3 (2-3 of a different gender for CR)**
- **Int/Rec: 3 (3 of a different gender for CR)**

Minimum to Start:

- **Comp: 3 (1 of a different gender for CR)**
- **Int/Rec: 3 (2 of a different gender for CR)**

HEF:

- **Comp: 2**
- **Int/Rec: 2**