Eligibility: All members of the Boston College community are eligible to play with the exceptions listed on the Code of Conduct. Please check this form prior to placing players on the team roster.

Check-in: The team captain prior to the start of the game must give all BC IDs to the officials or on site Monitor. Players arriving late are eligible to enter the game and must present their ID to an official for attendance and eligibility purposes. It is the responsibility of the team to ensure that they have been checked off for attending.

Club Sports: Only one (1) Club Sport Volleyball participant is permitted on any team (either 1 female or 1 male).

Facility: Flynn Recreation Complex Court 8/9. The height of the net shall be 7 feet 11 inches measured at the center of the net. This will be marked off by notch 19.

Scheduling: Each team will play roughly 6-8 games during the Fall Semester league and roughly 3 games during the Spring semester tournament. Please see the Intramural Handbook on the Campus Recreation website for further details regarding scheduling as well as our rainout policy.

Playoff Format: Playoffs will be single elimination. Playoff ranking will be based on record (with emphasis on divisional/pool play) and then by the tie breaker system detailed in the Handbook. In leagues/tournaments with a large amount of teams, those eligible for the playoffs that have the same record will be randomly seeded.

Roster Management: Rosters will be limited to 12 spots. This includes any coaches that a team may have. Only 12 shirts and mugs are available for the eventual champions.

Minimum Player: Games will consist of six (6) vs six (6). Teams may start a game with 5 players (3 of which must be female). If a team only has 2 female players present, that team may only play 2 male players at a time for a total of 4 players. If for any reason the number drops below this, the team will be forced to forfeit. Any team with less than 6 players can still field 3 front row players. The server must remain a back row player.

Game Time: Game time is forfeit time. If a team is not checked in, has the minimum amount of players present, and ready to play by game time, a forfeit will be declared by the official. Exception: A team may waive the right to win by forfeit and wait for the opposing team. The clock will start at the scheduled game time regardless of any situation. If after 10 minutes the team still does not have the minimum amount of players, the present team must accept the forfeit win. If a team waives the right to win by forfeit and the game begins, that team cannot rescind their decision and take the forfeit.

The present team will be award 1 point for every minute their opponent is late (dependent on whether they agree to wait).

Meetings: Officials will hold a pre-game meeting with the two team captains. This meeting will discuss rules of emphasis and game management items. Captains may voice their concerns/protests at the meeting. Officials will hold a post-game meeting with the two team captains to review the contest.

Team Benches/Sidelines: Teams will be responsible for everyone that is on the bench/sideline. We discourage having non-roster personnel on the bench/sideline. All non-roster personnel located around the team bench/sideline will
be seen as part of the team and will be subject to the rules. To prevent any confusion, we encourage teams to allow only those on the roster around the team bench.

**Game Management:**
- Best of three games (2 of 3) wins the match. All games will be rally-point scoring, in which a team, upon winning a rally, will gain a point, as well as the serve.
  - The first two games will be played to twenty-one (21) points, must win by two (2), with a cap of thirty (30) points.
  - If need be, the third game will be played rally score to fifteen (15) points, must win by two (2), with a cap of twenty-one (21) points.
- A coin toss will determine which team serves first.

**Uniform:** No individual will be allowed to participate in street clothes. This includes jeans, or other “non-gym” clothing. Players will not be permitted to wear jewelry or anything deemed dangerous to other players.

**Game Rules**

**Governing Rules:** NFHS rules shall govern all play with the exceptions listed on this rule sheet. Final interpretations and modifications shall be determined by the Manager, Intramural Sports.

**Time Outs:** Each team is allotted one (1) time out per ‘game’. Time outs do not carry over from game to game.

**Serving:**
- Serving may occur anywhere behind the marked court line.
- There are NO jump serves allowed. Standing overhand or understand serves are permitted.
- The serve will be considered a fault and given to the opposing team if:
  - The serve hits the ceiling or anything hanging from the ceiling (regardless of it reaching the opposing team’s side or not). The ceiling is in play on all other hits after the serve.
  - The serve does not clear the net
  - If the server’s foot comes in contact with the marked court line
- Servers are allowed ONLY two tosses per serve. If the first toss is bad, you must allow the ball to drop without making contact, only then will you be allowed another toss. If you do come in contact with the ball, the serve will be given to the opposing team.
- Servers must wait for the referee’s whistle before serving.
- The serve is considered IN PLAY if the ball hits the net and goes to the opposing team’s side.

**Rotation and Substitutions:**
- Upon winning the serve from their opponent, a team must rotate clockwise.
- So long as at least three (3) female players remain on the court, any substitution is valid.

**Legal Contact:**
- The ball is playable off of any body part above the waist
- Blocking the ball is not considered a hit. After blocking the ball, the same player may make a second consecutive contact with the ball.

**Illegal Contact:**
- There is a maximum of three hits allowed (intentional and unintentional). The ball may be played off of the net.
- Carrying: anytime the ball comes to rest in a players hands, it is considered an illegal hit
- Double Hit: when any one player makes contact with the ball two consecutive times (excluding blocking)
The opposing team is not allowed to attack or block on the first hit of a rally.

The net cannot be touched by any player while the ball is in play.

If a player’s entire foot crosses over the center line, which is beneath the net, then it is considered illegal. Once any significant body part crosses the entire plane of the net (above or underneath), then it is considered illegal as well.

Back row players may not jump and attack the ball in front of the marked ten-foot line. They may land in front of the line on an attack as long as they take off completely behind the line. It is also illegal for a back row player to block the ball.

Contact can not be made consecutively by three (3) male players.

**Other:**

To earn a point, the ball must come in contact with the ground within the lines of your opponent’s court or your opponent must have an illegal contact.

If the ball comes in contact with the ground on the lines of the court, that ball is considered in bounds.

If there is an obstruction in the path of a player trying to play the ball, the referee may call a re-play at his/her discretion.

Only the team captain is allowed to speak with an official.

Any ball that comes into contact with the ceiling (including beams, pipes, etc) during a volley is still in play.

Any ball that comes into contact with any part of the basketball hoop is not playable and is considered out.

Any ball that comes into contact with the court partition is not playable and is considered out.