



MIDDLE TENNESSEE STATE UNIVERSITY

## Intramural Sports

### OUTDOOR VOLLEYBALL 2v2 RULES

#### **INTRAMURAL SPORTS POLICIES:**

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1. You must have an MTSU ID to participate.
2. No person shall play on more than one single gender and one co-rec team per sport. If caught doing so, that player will be suspended for remainder of season and that game shall be forfeited.
3. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly Campus Recreation activities for a period of time determined by the Competitive Sports Coordinator.
4. Participants are expected to wear a mask while participating.
5. Participants are expected to maintain social distancing while participating.
6. High fives, fist bumps, hugs, and any other physical contact is prohibited.

#### **THE GAME:**

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1. **The Court:** The court is 26feet 3inches in width and 52feet 6inches in length. The net will be placed at men's height (7'11") for Men's and Co-Rec games and will be placed at women's height (7'4") for Women's games.
2. **Team:** Teams will consist of 2 players on the court at one time. No team may start with fewer than 2 players. A maximum of 5 players are allowed on the roster. Teams must begin and end each match with a minimum of 2 players. Co-Rec matches must be played with 1 female and 1 male on the court.
3. **Game / Scoring:** A "match" is finished when a team has won 2 out of 3 games. The first two games will be won when a team scores 21 points and has at least a 2 point advantage. Rally scoring is used for all games, and game will have a 25 point cap. The third game (if necessary) will be won when a team scores 15 points with a cap at 20.
4. **Time-Outs:** There will be no time-outs in Outdoor Volleyball
5. **Substitutions:** Substitutions shall only occur at the serving position and before a serve can take place. Teams must rotate the servers.
6. **Equipment:** Teams must wear proper clothing while playing and players must wear appropriate closed-toe footwear. Hats, bandanas, metal cleats or spikes, or jewelry may not be worn while playing. Any player found wearing any of the above during the game will be removed from the game and not allowed to re-enter.

#### **RULES & THE PLAYING AREAS:**

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- Matches are self-officiated and any discrepancies should be decided by the captains of each team.
- **Server:** The server may serve anywhere along the baseline of the court.



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- **Service Faults:** The ball shall be declared dead, and the service changed to the other team when:
  - The ball passes under the net.
  - The ball does not pass over the net above the playing area.
  - The ball touches a player of the serving team or any object before entering the opponent's playing area.
- **Serve Receive:** The serve must be accepted with either a forearm pass or a set.
- **Blocking Serve:** It is illegal to block a serve or spike a serve.
- **Reaching Over Net:** In returning the ball, a player may follow through over the net, providing they first contact the ball on their own side of the net. Player(s) in the act of blocking may reach across the net, but may not contact the ball until an opponent has hit the ball to return it or if the ball has broken the plain of the net.
- **Crossing Center Line:** Contacting the opponent's playing area with any part of the body except the feet is a fault. Touching the opponent's area with a foot or feet is not a fault providing that some parts of the encroaching foot or feet remain on or above the center line.
- **Recovering Ball from Net:** A ball may be played from the net.
- **Player in Net:** If a player comes into contact with the net while blocking or hitting, the other team will receive the point and serve.

## **SPORTSMANSHIP**

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The mission of the Competitive Sports Staff is to provide a recreational environment for the university community which is safe and enjoyable. While the game atmosphere is often competitive, ensuring participant safety, providing a fun, social atmosphere, and promoting sportsmanlike behavior among participants, spectators, and staff are our primary concerns. The game atmosphere should remain good-natured at all times. Participants shall maintain good sportsmanship throughout their participation in all facets of the Intramural Sports program.

### **Rating System**

The Intramural Sports program conducts a sportsmanship rating system for teams during intramural contests. Competitive Sports staff will rate each team on their sportsmanship at the conclusion of the game/. This rating system is intended to be an objective scale by which team's attitude and behavior can be assessed throughout the season. Behavior before, during, and after an intramural sports contest will be included in the rating.

- **Excellent: Rating – 4.** The team presents outstanding character during competition and interacts with staff and/or opponents in a sportsmanlike manner. Every team will start each game/match at a 4 sportsmanship rating. Teams that win by default or forfeit will receive a 4.0 sportsmanship rating.
- **Good: Rating – 3.** The team cooperates with staff and/or opponents and presents a good attitude. The team receives no ejections or unsporting fouls. Teams must obtain a 3.0 sportsmanship average to be eligible to participate in the playoffs. Team that lose by default will receive a 3.0 sportsmanship rating.
- **Poor: Rating – 2.** Team engages in argument(s) with staff and/or opponents and is penalized with a maximum of one unsporting foul. The captain has little control of his/her team.
- **Unacceptable: Rating – 1.** Team maintains no respect for staff and/or opponents and has little to no regard for the safety and well-being of participants and staff. The captain has no control of his/her team. The team receives 2 unsporting fouls or a player gets ejected.

**Forfeit: Rating – 0.** Team loses by forfeit. Game comes to an end due to sportsmanship. The team receives 3 or more unsporting fouls or has multiple players get ejected.