Administrative Rules and Information

I. Prior to the game, players must check-in at the information table with the supervisor or RecSports Assistant on duty. All RecSports participants MUST have a Comet Card.

\[ \text{NO COMET CARD = No Participation. NO EXCEPTIONS!} \]

II. All games will be played at the Activity Center Main Gym. Teams are expected to report to their field 15 minutes before game time.

III. RecSports will provide \textit{game balls only}. Teams may use their own ball.

IV. \textit{NO TOBACCO, FOOD OR BEVERAGES allowed in gym}. Water bottles are allowed with a secure top.

V. \textbf{Ejections}: Any form of physical combat (punching, kicking, etc.) at any time during one’s use of the facility while at a RecSports event is taking place will result in an immediate ejection with further action taken on an individual basis. The officials of each game or other intramural staff employee may eject any player or bystander for inappropriate behavior at any time. It is the responsibility of the team captain to make sure ejected players leave the area. Ejected players must be out of sight and sound within one minute or a forfeit may be declared.

\[ \text{An ejected player must schedule a meeting with the Assistant Director of Competitive Sports before he/she can play again in ANY intramural event.} \]

VI. \textbf{Sportsmanship}: All team members, coaches, and spectators are subject to sportsmanship rules as stated in the Recreational Sports Guidelines. Each team’s sportsmanship will be evaluated by Intramural officials and scorekeepers assigned to the game. Captains will have the opportunity to see their team’s sportsmanship total at the end of each game. \textbf{Teams may have a total of 4 sportsmanship points for each game. A team must average a 3 to be eligible for playoffs.}

VII. \textbf{Forfeits}: After one forfeit, teams become ineligible for playoffs. Teams are dropped from competition after two forfeits. If a team knows that they are unable to make the contest, they must notify the RecSports office 24 hours in advance of their game (972.883.4087). Defaulting teams will not receive a sportsmanship rating for the respective defaulted game; however, the team defaulted against will receive a “4” sportsmanship rating.

VIII. \textbf{Rosters}: Players can join teams until the completion of the second week of games for leagues and prior the end of registration for special events and tournaments. After this time, rosters are frozen and team captains must submit a request to the Intramural Sports office to add any other player(s). However, players can be dropped at any time.
Rules of Play – Power Volleyball

1. Play is 4-on-4. Teams must start and finish with a minimum of 3 players. Combinations include 2 males and 2 females or 3 females and 1 male. Combinations for 3 players include 2 males and 1 female or vice versa. If the team plays with more than two females, the third female must be designated as a “male” for an entire set.

2. Females are considered back row players the entire time. This means they cannot block, attempt to block from the front row, or attack the ball in front of the attack line. (An illegal attack occurs when a back-row player contacts the ball entirely above the plane of the net in front of the attack line, and the ball completely crosses the net or is touched by a blocker. This is a fault, play will stop, and the point is awarded to the opposing team).

3. With 4-on-4, only the service rotation is necessary.

4. All matches are best 2 out of 3 sets. The first 2 sets will be played to 25 and the deciding set will be played to 15. All sets are rally-score, win by 2 points, no point cap.

5. Each team will be granted one timeout per set, each one minute in length.

6. A service that hits any part of the net and goes over is legal and playable and cannot be blocked or attacked by the receiving team.

7. A block does not count as a hit. The ball is considered live for both teams when it is in the vertical plane of the net.

8. A ball, except on a service, may be recovered from the net provided a player avoids contact with the net, does not cross completely over the center line, and does not hold or scoop the ball.
   a. Multiple contacts are allowed on any first ball as long as it is one attempt to play the ball; a hard-driven ball is not necessary.

9. Open-handed tipping is allowed on or beyond the opponent’s attack line. Any open-handed tip in front of the attack line is illegal and will result in a loss of rally. This rule also applies when setting the ball over the net.

***Intramural Sports reserves the right to put into effect any new ruling regarding rules, policies and unsportsmanlike conduct***