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.

   *NO COMET CARD = No Participation. NO EXCEPTIONS!*

II. All games will be played at the UTD Soccer Complex. Teams are expected to report to their field 15 minutes before game time.

III. RecSports will provide **game balls only.** By mutual consent, teams may use their own ball.

IV. **NO TOBACCO, FOOD OR BEVERAGES allowed in gym.** Water bottles are allowed with a secure top.

V. **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.

   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. **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. **Teams may have a total of 4 sportsmanship points for each game. A team must average a 3 to be eligible for playoffs.**

VII. **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. **Rosters:** Players can join teams until their first scheduled game. After this time, rosters are frozen and team captains must submit a completed protest form to the Intramural Sports office to add any other player(s). However, players can be dropped at any time.
Rules of Play

I. A team shall consist of 4 players. A team must start and finish with a minimum of 3 players to avoid a forfeit. A team consists of 2 males and 2 females or 1 male and 3 females. If the team starts with 3 players, combinations include 1 male and 2 females, 2 males and 1 female, or 3 females. A team cannot play with fewer than 3 players.

II. If a team is not ready to play at the scheduled start time of the game, a forfeit will be declared (Game time is forfeit time). Each team will be granted one sixty second timeout per game. Time between matches will be no more than three minutes.

III. A coin toss before the first game will determine which team will serve to begin the match. The winner of the coin toss has the option to serve, receive, or choose a side.

IV. Teams are responsible for officiating their own game. In the event that there is a discrepancy, the Tournament Director will be the sole judge of all decisions.

V. Rally scoring will be in effect for all games. All matches will consist of one game to 21 points. Teams must win by two points. There is no cap.

VI. Teams will switch sides every 7 points in games to 21 and every 5 points in games to 15.

VII. A block does not count as a hit.

VIII. No open hand tips are allowed (ball cannot come to rest). Hand sets must not be double contacted (double contact may be concluded by excessive ball rotation).

IX. The ball must be returned between the poles.

X. No part of the body can touch the net during play except for the hair. If any other part of the body touches the net it will result in a side out.

XI. Let serves are allowed - the ball on service is allowed to touch the net. Players cannot attack a serve. Players cannot attack the ball until it has broken the plane of the net.

XII. Players do not have to rotate positions on the court; however, teams must rotate servers. Substitutions must be made at the server's position.

XIII. Results of pool play will be used to determine seeding for advancing teams.

***Only the Tournament Director can offer instructions concerning play. The Tournament Director may modify the rules listed above at their discretion. The Tournament Director has the authority to cancel or postpone the event if unsafe conditions exist. ***