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.
Game Rules

I. Soccer Volleyball is self-officiated. The Intramural Supervisors shall have the power to make decisions on any matters or questions not specifically covered in the rules.

II. Equipment
   a. All players must wear court shoes.
   b. All jewelry is prohibited.

III. Scoring
   a. All matches will consist of the best 2-out-of-3 games. A game shall be won by the player who has earned 11 points with a two-point advantage. (I.e. If the score is tied 10-10, the first player to gain a two-point advantage is the winner).
   b. Results should be reported to the Intramural Supervisor immediately upon completion of the match.

IV. Serving
   a. A coin flip or any other fair method will determine first choice of service or side. If the winner chooses to serve or receive, the loser picks starting side. If the winner chooses starting side, the loser chooses to serve or receive.
   b. Sides and initial service will be switched upon completion of each game.
   c. Services must be kicked from the ground to in bounds. It is not allowed to bounce and then be hit.
   d. Services must be behind the backline (redline), both feet must be behind the line as the ball is kicked.

V. Non-volley rules
   a. Each player can play his/her first shot off the bounce. That is, the receiving player can let the serve bounce before playing it.
   b. The ball can only bounce on the serve.
   c. Either 4 touches or 2 passes per side can occur for each rally.

VI. Faults
   a. A fault occurs if while serving the server steps over the line onto the court before releasing the ball.

***Intramural Sports reserves the right to put into effect any rule changes, policies, or procedures without prior notice***