

Administrative Rules and Information

- I. Prior to the game, players must check-in at the information table with the supervisor or University Recreation Assistant on duty. All University Recreation participants MUST have a Comet Card or the GET app to participate, **no exceptions**.
- II. All games will be played on campus unless otherwise mentioned. Check imleagues.com/utdallas for specific location. Teams are expected to report to their court/field 15 minutes before game time.
- III. NO ALCOHOL, TOBACCO, OR FOOD allowed in UREC facilities. Non-alcoholic beverages are allowed with a secure top.
- IV. **Ejections:** Any form of physical combat (pushing, punching, kicking, etc.) at any time during one's use of the facility while at a University Recreation event is taking place will result in an immediate ejection with further action taken on an individual basis. The officials of each game or any other UREC staff may eject any player or bystander for inappropriate behavior at any time. Ejected players must be out of sight and sound within one minute or a forfeit may be declared. It is the responsibility of the team captain to make sure ejected players leave the area. **An ejected player must schedule a meeting with the Assistant Director of Competitive Sports before he/she can play again in ANY intramural event.**
- V. **Sportsmanship:** All team members, coaches, and spectators are subject to sportsmanship rules as stated in the University Recreation Guidelines. Each team's sportsmanship (max of 4) will be evaluated by intramural officials, scorekeepers, or supervisors assigned to the game. Captains will have the opportunity to see their team's sportsmanship rating at the end of each game. **A team must average a 3 to be eligible for playoffs.**
- VI. **Forfeits:** Teams will receive a "0" sportsmanship rating for a forfeit. 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 University Recreation office 24 hours in advance to default their game (972.883.7457). Defaulting teams will not receive a sportsmanship rating for the respective defaulted game; however, the team defaulted against will receive a "4" sportsmanship rating.
- VII. **Rosters:** Players can join teams until the completion of the second week of games for leagues and prior to 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.
- VIII. University Recreation reserves the right to amend, add, or remove any policies, procedures, or rules during each season without notice.

Rules of Play

- I. Players
 - a. Play is 4-on-4. Teams must start and finish with a minimum of 3 players.
 - b. Combinations for 4 players include 2 males and 2
 - c. Combinations for 3 players include 2 males and 1 female or vice versa.
 - d. 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).
- II. Game Overview
 - a. All matches will take place at the Rec Center West courts.
 - b. UREC will provide **game balls** only. Teams can check-out volleyballs from the RCW front desk to practice with.
 - c. Closed-toe shoes **MUST** be worn while participating.
 - d. No jewelry is allowed to be worn while participating.
 - i. The only exceptions are for any Medical Alert or religious jewelry. Please contact the UREC Competitive Sports office (972.883.7457) to learn how to properly wear such jewelry for safe play.
 - e. With 4-on-4, only the service rotation is necessary.
 - f. 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.
 - g. Each team will be granted one timeout per set, each one minute in length.
 - h. 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.
 - i. 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.
 - j. 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.
 - i. 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.
 - k. 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.