



VOLLEYBALL IS A CONTACT SPORT AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

THE GAME WILL BE PLAYED ACCORDING TO THE NATIONAL FEDERATION HIGH SCHOOL VOLLEYBALL RULES WITH THE FOLLOWING EXCEPTIONS:

OPEN, IFC FRATERNITY, AND WOMENS TEAMS

#### STARTING THE GAME

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If any team is not at the court and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.

**IDENTIFICATION:** All participants must bring a current valid Photo I.D. to the playing area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with an Intramural Supervisor before entering the game.

3. **PLAY PASS:** All participants must have purchased a valid Intramural Sports Play Pass in order to be eligible to participate.
4. **SCORING:** An Intramural Official will keep the official score for each game.
5. **BURDICK HALL RULES:** All Burdick Hall rules will be followed during intramural volleyball contests.
6. **TEAMS:** Six (6) players on the court constitute a team; a team may play with no fewer than four (4) players. Teams may only have a maximum of eleven (11) players on their full roster.
7. **CLUB TEAM MEMBERS:** No more than two (2) members of the active club volleyball teams' rosters are eligible for participation in the game per team. No more than two (2) members of the club volleyball teams may be listed on the same team's roster.
8. **GAME EQUIPMENT:** Towson University Intramural Sports will provide a game ball.
9. **COIN TOSS:** A pre-game coin toss will determine service and side of the net teams will play.
10. **JEWELRY/ACCESSORIES:** No jewelry or accessories may be worn. Earrings may NOT be covered with band aids or tape. A player suspected of covering an earring with tape will NOT be permitted to participate. *Clarification: Medical alert bracelets are not considered jewelry; they must be taped down with the medical information visible.*

## PLAYING THE GAME

11. STARTING THE GAME: At the beginning of the game, the ball shall be put in play by the player in the back right position, who may serve from anywhere along the service line.

TIME LIMIT: The games will be played best of three (3). After 35 minutes, a new set will not be started. The Intramural Supervisors will give all teams a 5 minute and 1 minute warning. When time expires whichever team is winning will get the win for that set. In the event of a tie within that set, or a one point difference, one final point will be played to



33. TEAMS: Six (6) players constitute a team; three (3) males and three (3)