

Cornell College IM Walleyball Rules Revised & Edited (02/12) Players and Substitutes: 1. Each team will consist of a maximum of 4 players on the court. The minimum number of players to play in a match is 3. Up to 8 players can be rostered for each match. 2. In the Coed league only, males (if playing) must be adjacent to 2 females in the rotation. 3. When the ball is served, players must remain in their rotational order. Side-to-side and front-to-back relationships of players must be maintained until the serve is contacted. For example, the left back position must stay left of the center-back and behind the left-front player until the serve is contacted. Once the serve is contacted, players may move anywhere on their side of the court. 4. A substitute may replace any player when the ball is dead, provided the players has reported to the referee and received permission to enter.

Service and Rotation of Positions: 1. Choice of playing area or service at the start of a match is determined by rock, paper, scissors. At the end of each game, the team's alternate who serves first. When teams are tied in the number of games won, the first serve in the deciding game is determined by rock, paper, scissors. 2. Each member of a team, on receiving the ball for service, rotate clockwise one position and remains in the new position until side-out has been called on an opponent's serve. 3. When a game is completed, teams change courts and alterations in the rotation of players must be made. During the deciding game of a match, the teams change courts once one team reaches 8 points unless previously agreed to remain on the same side throughout the final game of the match. 4. The server must stand entirely out of the court in the service area until the ball is struck. A serve is in play once it crosses the net. If the ball hits the net and goes over to the opponent's side, the ball is in play. Serving: 1. The service area is three (3) feet from the back wall. 2. The player in the right back position shall put the ball in play by hitting it with one hand only in an attempt to send the ball over the net and into the opponent's court. 3. The serve may contact one (1) side wall on either side of the court. A serve that contacts more than one (1) side wall or the back wall before contacting the ground or an opponent shall be considered illegal and a side-out shall be awarded. Serves that hit the net are considered in play. 4. Hitting two (2) or more walls consecutively on the serve shall be considered out of bounds / illegal. 5. At the moment of service it is illegal for players of the serving team to wave their arms, jump, or form groups of two or more players for the purpose of forming a screen to conceal the action of the server. 6. The serve may not be blocked or attacked by the receiving team. Contacting the Ball: 1. Three contacts, not including an unsuccessful block, shall be permitted during each team's volley. 2. A player may not reach over the net to attack the ball. A player may reach over the net during the follow through after a spike, or during a block on a team's attack or third team hit. 3. A ball may not be held, lifted, pushed, thrown, or carried at any time. Using an open hand to contact the ball in an underhand motion or to direct the ball forward from behind the head with an open hand usually constitutes a lift or carry. 4. Any contact with the ball below the waist of a player (intentional or unintentional) is illegal and a point/side-out will be awarded. 5. Climbing the wall to block a set or serve is illegal. 6. If two opposing players contact the ball simultaneously above the net, either may play the ball on the next hit for the first of their team's three hits. 7. If two teammates contact the ball simultaneously, this is considered one contact, and either of the players may make the next play on the ball. (This does not include action on block attempts.) 8. The net may not be touched by a player while the ball is alive. If the ball is driven into the net with such force as to cause the net to contact an opponent, such contact shall not be considered a fault. 9. Contact with any other part of a player's body with the opponent's side of the court during play constitutes a fault

In Bounds / Out of Bounds: 1. The ball shall be out of bounds whenever it contacts the ceiling or the back wall on the opponent's side. 2.

The side walls are in play at all times. The ball may be played off a single side wall in any play. 3. When a team is volleying the ball on their side of the court: a. The team may deflect the ball off of the back wall on their side of the court only. The ball does not need to touch another player before crossing over the net into the opponent's court. Such a play is considered legal and the ball will be live and in play. b. The team may deflect the ball off of the ceiling on their side of the court only. In this case, another player must make contact with the ball before it passes over the net into the opponent's court. If the ball crosses the net after contacting the ceiling without making contact with a player, a side-out or point will be awarded. c. The team may deflect the ball off of two (2) or more walls and/or the ceiling on their side of the court only. In these cases, another player must make contact with the ball before it passes over the net into the opponent's court. If the ball crosses the net after contacting two (2) or more walls and/or the ceiling without making contact with a player, a side-out or point will be awarded. 4. A ball that passes through the opening between the net and the wall on the first or second contact shall be considered dead and the point will be replayed. A ball that passes through this opening following the team's third contact shall be considered dead and out of bounds with a side-out or point awarded.

Scoring: 1. Failure of the receiving team to return the ball legally over the net into the opponent's court will score 1 point for the team serving. 2. A game is won when any team acquires a 2-point lead with 25 or more points. 3. The match is won by the team that wins 2 games first. 4. The deciding game, game 3, will be played to 15 win-by-two.

Player Eligibility: 1. A player must be on the team's roster prior to participation in any match. 2. Players who have earned a letter for Varsity Volleyball will not be permitted to play in IM Volleyball. 3. A player may not play for more than one team in any league. 4. In order to be eligible for the playoffs a player must have: a. Been rostered on the team during the regular season. b. Played in at least one match for the team. c. Not been ejected from more than one match. 5. If a player is ejected from a match, they will have to sit down with the IM Commissioners & referees of the match to discuss further action by IMs.