



GUELPH GRYPHONS

INTRAMURALS

Court Volleyball & Beach Volleyball

EMERGENCY CONTACTS

In the case of an emergency, immediately contact First Response at ext. 52000. If a phone is not available, alert Client Services at the Athletics Center and they will contact First Response immediately.

EQUIPMENT/ATTIRE

It is the responsibility of all intramural participants to ascertain whether their own health conditions make it advisable to participate in a particular sport. The University of Guelph does not assume ANY RESPONSIBILITY. NO JEWELRY IS PERMITTED FOR ANY INTRAMURAL SPORT. **RUNNING SHOES MUST BE WORN AT ALL TIMES ON THE COURT.**

TEAM REQUIREMENTS

A full team consists of 6 players on the court, with 4 being the minimum number of players to avoid defaulting. In coed leagues you must have at least 2 of each sex, and can only have on the court up to 3 of each sex. **NO NEGOTIATIONS!**

REFEREES

At least one referee/monitor will be provided for all matches. Officials are responsible for checking eligibility, attendance, controlling the game and keeping score. If an official fails to show, the teams will be responsible for scoring and calling their own games. Officials must be treated with respect. Each match is controlled by an official who has full authority to enforce the Laws of the Game in connection with the match to which he/she has been appointed to. The decisions of the officials concerning the play are final there will be **NO NEGOTIATIONS** made between teams.

DEFAULTS

A 10 minute default rule will apply. If the minimum numbers of players are not present 5 minutes after the scheduled start time, the team will forfeit their first set 25-0. Exactly 5 minutes after that if the team has still not met the minimum requirement, the entire game will be officially defaulted, and the official score will be 50-0. ***No Added Time Will Be Given***

ELIGIBILITY

Students who have paid full student fees for the current term or have purchased an Athletics Membership (ie. Alumni, Faculty, Staff) are eligible to participate. *Co-op* students on their co-op term do not pay athletic student fees.

THE GAME

Format

League matches will consist of 2 sets to 25 points, in which you have to win by 2, but caps at 27.

Start of Game

At the beginning of every match, a coin toss (or another fair method) will be done by the official to determine which team will receive service and which team will receive side. At the end of the first game the teams will switch sides and the service will be given to the team who received the ball in the first set.

Playing Actions

Service is initiated with the official's whistle. Each play is also stopped with the official's whistle. Make sure you play the whistle!

The Service and Scoring

Fun leagues – Players may serve up to 5 consecutive points before rotation of their team must occur. The teams will have to keep track and inform each other when they must rotate. The service must be served underhand (unless overhand serving is agreed upon beforehand by both teams) with one foot remaining completely behind, and without touching the service line. The service may be served from any point along the service line.

Competitive leagues

Regular OVA rules apply to all competitive league play, with exception to the libero. The libero has liberty to serve, but only for one player.

Service Faults

Violating service order

Tossing the ball up to attempt to serve and then not completing the serve, you only get ONE toss

Having the ball touch a player on the serving team

Failing to get the ball over the vertical plane of the net (note the ball may touch the top of the net and go over)

Serving the ball out of bounds

Having your second foot touch the service line

Boundaries

Ball is "in" if it touches the floor of the court including any part of the boundary lines.

Ball is "out" if it lands completely outside the boundary lines; hits the ceiling; touches an object outside the court; touches antennae, ropes, posts, or net outside of the antennae; or if the ball completely crosses the vertical plane of the net totally or partially outside of the crossing space.

Playing the Ball

A maximum of 3 contacts (a blocked ball is not counted as a contact) per team is allowed. A player may not contact the ball 2 times consecutively unless the first contact is a block. A player may volley as the first contact on their side.

Simultaneous Contacts: 2 or 3 players may touch the ball at the same time. It counts as 2 or 3 hits except when blocking.

Simultaneous contact over the net; the team receiving the ball is entitled to 3 hits. If the ball goes out it is the fault of the team on the opposite side. However, the play may continue if a player from the opposing side decides to play the ball although it is outside the boundary lines. In the event of a held ball due to simultaneous contact (i.e. blocking), the rally will be replayed.

Assisted Hits

A player is not allowed support from a teammate or any structure in order to reach the ball. A player who is about to commit a fault may be stopped or held back by a teammate

Characteristics of a hit

The ball may be played with any part of the body. The ball must be hit cleanly and not held, and may rebound in any direction. The ball may touch various parts of the body provided the contacts occur in one action **only when receiving a serve.**

Ball crossing the net

The ball must go over the net within the crossing space: The boundaries of the crossing space are: 1) Lower boundary is limited by the top of the net; 2) Sides are limited by the antennae and their imaginary extensions; 3) Above is limited by the ceiling. If the ball hits off of a ceiling fan/beam/etc, it is considered out and the point will be awarded to the receiving team.

Players at the net

Each team must play within its own court and playing space.

Reaching beyond the net

A blocker may touch the ball beyond the net provided he/she doesn't interfere with the opponents play before or during the attack hit.

A player is permitted to pass his/her hand beyond the net after his/her attack hit provided the contact was first made within their playing space.

Penetration under the net is permitted provided it doesn't interfere with the opponents play. However, if a player's foot completely crosses the center line under the net the play will be stopped and the opposing side will be given the point. Contact with any other part of the body is forbidden.

Contact with the net

Players are **not allowed to come in contact with the net during play.** The player may touch posts or ropes outside the length of the net provided it doesn't interfere with play. No fault is committed if the ball is driven into the net which causes the net to come in contact with an opponent.

Attack Hits

All actions to direct the ball towards the opponent except on a service or a block are attack hits. Front row players may carry out an attack hit from any height as long as that contact is made within his/her own playing space. Back row players may carry out an attack hit from any height provided that they are behind

the attack line. During his/her take-off the feet may neither touch nor cross the attack line. A back row player may carry out an attack hit from in front of the attack line, provided that at the moment of contact with the ball any part of the ball is below the top of the net.

Attack Hit faults: 1) a player hits the ball within the playing space of the opposing team; 2) a player hits the ball out; 3) a back row player completes a hit from in front of the attack line provided the ball at the point of contact is entirely above the top of the net; 4) a player completes an attack hit on the opponents service when the ball is in the front zone and entirely above the top of the net.

Block

Blocking is the action of players close to the net intercepting the ball coming from an opponent by reaching higher than the top of the net. A block is not counted as a team hit. In blocking a player may place his/her arms beyond the net provided they do not interfere with opponents play. It is not permitted to touch the ball beyond the net until the opponent has executed an attack hit.

Blocking faults: 1) the blocker touches the ball in the opponents space either before or simultaneous with the opponents attack hit; 2) a back row player participates in a completed block; 3) a player blocks the ball in the opponents space outside the antenna; 4) a player blocks a serve; 5) the ball is sent out off of the block

Player Positioning

There are 3 front row players along the net and 3 back row players. The player's positions are determined and controlled according to the positions of their feet as follows: each front row player must have at least a part of his/her foot closer to the net than the corresponding back row player; 2) each right or left side player must have at least a part of his/her foot closer to the right or left side line than the feet of the center player of his/her row.

Interruptions

Any interruptions will be dealt with by replaying the point, including injuries.

Facilities

All facilities should be treated with care and respect. If a problem arises it should be reported to the officials or immediately to the intramural office. Court designations for the West Gym are numbered 1 to 4 from south to north.

Responsibilities as an Intramural Participant

All participants are expected to recognize and accept the risks inherent in their activity. Each participant is responsible for their own personal health, medical, dental, and accident insurance coverage. Participants are also expected to respect all equipment, officials, and other participants.

Playoffs

A player must have played one-third of their team's regular season league games to be eligible for playoffs.

All competitive teams are guaranteed at least one playoff match after the regular season. Playoff games are played in the same format as regular season games. Schedules TBA.

Beach Volleyball Open 2's

MONITOR

Teams are calling and scoring their own games. If there is an argument with a call, please re-serve the ball. Monitors will be walking around and can help if a rule clarification is needed.

EMERGENCY CONTACTS

In the case of an emergency, immediately contact First Response at ext. 52000. If a phone is not available, alert Client Services at the Athletics Center and they will contact First Response immediately.

EQUIPMENT/ATTIRE

Any appropriate beach attire may be worn. Players may choose to play barefoot if they wish. Please bring your own ball to practice. **NO JEWELRY PLEASE!**

TEAM REQUIREMENTS

Teams must have two players present at all times to avoid a default.

REFEREES:

Teams are calling and scoring their own games. If there is an argument with a call, please re-serve the ball. Monitors will be on site and can help if a rule clarification is needed.

DEFAULTING A GAME:

Please have your team ready to start the game at the assigned times. Points will be awarded to the opposing team that is ready if teams are not ready to start at the following time intervals:

- Between 2-5 minutes of the start time 5 points will be awarded
- Between 5-9 minutes of the start time another 5 points will be awarded.
- At the 10 minute mark, the team would be given a default score of 21-0.
- Teams who defaults two DAYS of competition will be deemed ineligible for playoffs.

THE GAME:

Court

Beach Volleyball is played on a court 8 meters by 16 meters, divided at the 8 meter mark by a net. Nets will be at co-ed height for all divisions.

Scoring

Matches will be **best 2 of 3 games**. The first two games to 21 rally points; cap at 23 (must win by two in case of a tie at 20). If needed, the third will be played to 15 points, cap at 17.

Volleying

A PLAYER MAY NEVER, EVER VOLLEY A SERVE. WE REPEAT, A PLAYER MAY NEVER VOLLEY A SERVE UNDER ANY CIRCUMSTANCES.

Once the ball is in play, players may volley however, all volleys must be CLEAN – No doubles and no lifts. A ball may be volleyed over the net, but only if you are square (either forwards or backwards) to the direction of the ball OR if you are intentionally setting your attacker for them to spike the ball and the ball accidentally drifts over the net.

No volleying on first contact unless on a hard driven hit.

Attacks

“NO TIPPING,” - no finger tips. Open handed (directed by the palm of the hand – wrist does not bend) “rolls” or close fist pokeys or cobras are permitted.

Player Rotations

Player rotation is not required, but SERVER rotation is required.

Blocking

If a player blocking touches the ball on the block, it is counted as the first touch for that team. The blocker may play the ball off his/her own block. These two contacts are counted as one touch by a player. A block counts as one touch.

Playing the Ball

Players may play the ball off any part of their body **INCLUDING FEET**.

A double is allowed on the first contact – as long as it is not a lift.

Contacting the Net and Crossing under the Net

Players may not touch the net at any time during play. A player may cross under the net without violation, as long as they do not touch anyone on the opposing team or interfere with the opposing team’s playing of the ball. Players crossing under the net may return to their own side without penalty.

Serving

Let serves are permitted (a serve that touches the net but continues over to the opposing team’s side). Remember that players can only toss the ball once for a serve.

Playoffs

All competitive teams are guaranteed at least two playoff matches after the regular season. Playoff games are played in the same format as regular season games.

Other

Soft dink (open hand, fingertip) is not allowed. Ball must be cleanly hit or "pop" off the hand.

When digging a hard-driven spike it can be double-hit . Open hand digs are okay. As long as ball is not lifted.

With the exception of the hard-driven spike or block, you can never double-hit the first contact. If you receive the serve open handed (the serve is never considered a hard-driven spike regardless of its velocity), expect it to be called illegal. The tradition of the beach game does not allow the double hit on the first contact as does the indoor game.

Any questions should be directed to the Intramural Office for this sport. Have Fun!

Beach Volleyball Coed 4's

MONITOR

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EQUIPMENT/ATTIRE

Any appropriate beach attire may be worn. Players may choose to play barefoot if they wish. Please bring your own ball to practice. **NO JEWELRY PLEASE!**

TEAM REQUIREMENTS

Teams must have a minimum of 4 to register, and a minimum of 2 (at least one female and one male) present at each match to avoid a default. **If you only have one male, you can only play with two females. If you only have one female, you can only play with two males.**

REFEREES:

Teams are calling and scoring their own games. If there is an argument with a call, please re-serve the ball. Monitors will be on site and can help if a rule clarification is needed.

DEFAULTING A GAME:

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No volleying on first contact, unless on a hard driven hit.

Attacks

“NO TIPPING,” - no finger tips. Open handed (directed by the palm of the hand – wrist does not bend) “rolls” or close fist pokeys or cobras are permitted

Player Rotations

Player rotation is not required, but SERVER rotation is required. In addition, players in the backcourt (the server is considered a back row players) may not attack or block from the frontcourt (although there is no attack line, please respect this rule).

Blocking

If a player blocking touches the ball on the block, it is counted as the first touch for that team. The blocker may play the ball off his/her own block. These two contacts are counted as one touch by a player. A block counts as one touch.

Playing the Ball

Players may play the ball off any part of their body INCLUDING FEET.

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