



GUELPH GRYPHONS

INTRAMURALS

Court Volleyball

The following general protocols will apply to all Intramural leagues played in-person at the Athletics Centre for Fall 2020 season:

- MANDATORY daily attestation through our University of Guelph self-assessment tool.
- Maintain physical distancing of two meters (six feet) at all time when using Athletics facilities and when on the field of play.
- Face coverings need to be worn at all times when using Athletics facilities.
- Face coverings may only be removed during physical activity but must be worn by players on the bench.
- All league officials will wear face coverings at all time.
- Greet people with a wave instead of handshake or fist bump.
- There will be no handshakes at the conclusion of games.
- No spectating of leagues is permitted.
- Teams are encouraged to show up on time for their games as hanging out before and after games will not be permitted.

REFEREES

For the Fall 2020 season, we are commitment to a return to train environment that focuses on personal fitness/wellness as well as socialization. This current phase does not currently include any return to competition elements. Therefore, all live Intramural leagues will be offered at an Open Fun league level with no playoff component. All games will be monitored by a league official, which means teams are self-officiating games.

League monitors will sanitize any shared equipment during the set-up and tear down process. We have built in a 30-minute buffer between games this season to allow for current teams to exist the field of play safety before the next cohort of teams arrives to play. Monitors will also sanitize any equipment that was used in the previous match before the next game begins.

One monitor will be provided for all matches. Monitors are responsible for checking attendance, monitoring the game, and recording the score. Monitors must be treated with respect and have full authority to enforce Covid-19 Protocols for live Intramural Leagues set out by the Guelph Gryphons Athletic Centre. The decisions of the monitors concerning the safety of the game and/or its players are final. There will be NO NEGOTIATIONS made between teams.

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.**

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.

TEAM REQUIREMENTS

A full team consists of 4 players on the court, with 4 being the minimum number of players to avoid defaulting. All volleyball leagues are now “Open” meaning that any person who is a student or has purchased an Athletics Membership is eligible to play the game.

Eligibility

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

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. Players who do not comply with the Covid-19 Protocols set out by the Guelph Gryphons Athletic Centre (see pages 5-6) will be removed from the game immediately and suspended from all intramurals until they attend a Protests and Appeals meeting.

It is the responsibility of all intramural participants to ascertain whether their own health conditions make it advisable to participate in a particular sport. Each player must also complete the daily attestation through the University of Guelph self-assessment tool prior to arriving on campus. This can be done on the Safe Gryphon App or: https://uoguelph.eu.qualtrics.com/jfe/form/SV_6lh1bNRMHDEU1OR.

If the daily attestation through the self-assessment tool tells you to stay home or if you have a presumptive case of COVID-19 we ask that you follow these steps:

- Self-isolate at home and avoid coming to the Athletics Centre.
- If presumptive case, get tested (there will be a testing centre at Student Wellness).
- If confirmed case, please contact Program Supervisor Justin Toth at tothj@uoguelph.ca

As part of our continued contact tracing efforts, the following new protocols will be enforced for the Fall 2020 season:

- All players must swipe their student ID at Client Services when they arrive in our facility.
- No “Grace Passes” will be sold.
- Players may use valid government issued ID to sign into games if a student ID is forgotten.
- No “OK to Play” passes will be issued.
- You must join your team’s roster in IMLeagues 48 hours before your game otherwise you will not be permitted to play.

- If a player's name is not printed on a scorecard, that player may not play (no exceptions).
- While maintaining physical distancing, players will show their photo ID or student ID to the league monitor who will check you into the game.
- Captains/players will not be required to physically sign scorecards.

DEFAULTS/FORFEITS

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***

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.

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. To maintain as much social distancing as possible, players will not be allowed to stand between the attack line and the centre line unless making a defensive play. This means no jumping, blocking, or hitting in the zone between the attack line and centre line. Only one player is allowed in this zone at a time. If a player on one team is in this zone then the opposing team cannot also be in their own zone.

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 **not** be played with any part of the body. Only hands/arms are acceptable for playing the ball. The ball must be hit cleanly and not held, and may rebound in any direction. The ball may only touch various parts of the body provided the contacts occur in one action, and it is **unintentional**.

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.

Reaching beyond the net

There is no reaching beyond the net. Doing so results in an automatic dead ball and point is awarded to the team opposite of player who reached beyond the net.

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

There are to be no attack hits.

Block

There is to be no blocking.

Interruptions

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

Playoffs

There are no playoffs. There will be a total of 8 games played and the team with the highest points at the end of the season will receive intramural championship shirts.