Administrative Rules

1. **Eligibility:** UH-Manoa students, faculty, and staff are eligible to participate. Collegiate lettermen at the University of Hawaii and comparable institutions or winners of comparable amateur awards and professional athletes are **ineligible** to compete in the intramural sport of their specialty.

2. **Identification:** Participants must present a valid UH-Manoa picture ID card at all times and may be asked for further identification if necessary.

3. **Forfeit Deposit:** Each team manager will be required to sign a “Statement of Responsibility” for a $50.00 forfeit fee should his/her team forfeit a match/game during the season. A team that desires to continue playing after a forfeit will be required to pay $50.00 to the Student Recreation Services office by 4:00 p.m. the next working day. A team that drops out of the league after a forfeit will have 5 working days to pay $50.00 to the Student Recreation Services office. If not, the captain’s University records will be held until the obligation is fulfilled.

4. **Playoffs:** Any team that has not cleared their obligations will not be scheduled for playoffs. All teams are eligible for playoffs and are pooled according to their respective record. Any unsporting act or play, as defined per sportsmanship policy, during the playoffs is subject to Intramural review and disciplinary action.

5. **Team Sportsmanship:** During each match, sportsmanship from both teams will be observed and recorded on a Team Sportsmanship Assessment. This information will be used to make certain decisions regarding the future status of your team. Team Sportsmanship Assessment points will be used in determining team playoff eligibility.

Administrative Game Rules

1. **Team rosters:** Team captains may add players to their rosters until their last regular season match. Additions must be done via imleagues.com and names **MUST** be added and accepted to roster by 5:00 pm match day. ‘Free agents’ who are not on a team but already registered on imleagues.com may join a team up until the scheduled match start time.

2. **Pre-game procedures:** All of the team’s identification should be handed directly to the respective Intramural staff member by the team captain 10 minutes prior to match time. At that time, the team captain will receive jerseys (if needed).

3. **Forfeit:** If a team is late their opponents will receive 2 points per minute for the first 5 minutes and 1 complete game for any time over 5 minutes. After 10 minutes the match will be forfeited. A forfeited match will be scored as a 3 game sweep. A team that forfeits a game will owe $50.00. If you plan to forfeit a game or drop out of the league, please inform the Intramural Sports staff as soon as possible so your opponents can be notified. If a player competes on more than one team, both teams will be penalized for any games that the illegal player was a participant and be subject to the forfeiture policy.

4. **Team captain/manager:** Only the team captain/manager (one person per game) will be allowed to speak to the officials and scorekeeper.

6. **Sportsmanship Assessment:** Any team that falls below 66% of the total points possible (below a 2 out of 3 point game average) **WILL NOT** be eligible for playoffs. **NO EXCEPTIONS!** Any team that averages between 66% and 85% of the total points possible (below a 2.5 out of 3 point game average) will be subject to an Intramural review and **POSSIBLY NOT** be eligible for the playoffs.

Special Game Rules

1. **Match:** The match consists of best of 5 games. Each match will have a 40 minute running time limit. Each game will be played to 15 points, need not to win by 2. At the end of the 40 minute time limit, the game in progress
will be scored as it stands at that time unless it is tied at which point one more service shall be played to
determine a winner. Matches that end with games won as a tied will be counted as a tie in the official standings.

2. **Teams:** Teams are composed of 6 players: 3 forwards and 3 backs. Teams must have 6 players (3 males, 3
females) to start but may continue the game with no less than 5 players. When a team is reduced to less than 5
players, the match will be forfeited.

3. **Service area:** A toss of the coin determines the serve or playing area. Service is alternated in the following
games. After each game teams will change sides.

4. **Scoring:** A point is scored on every serve (rally-point scoring). If the serving team loses the serve, the receiving
team will receive a point and the service. Games will be determined by a 15-point game. A team does not have
to win by 2 points. Tie games will be recorded as ties except during playoffs.

5. **Service:** A net ball into the opponent’s court is in play. The serve may be from anywhere behind the endline
and within the sidelines.

6. **Substitution:** Substitutes should check in with the secondary official before entering the game. During each
game a substitute may only replace the same player in the line-up—no changes shall be made to the original
rotation. After a player has re-entered the game, he/she shall be in the original service rotation in relation to
teammates. Substitutions may change after each game.

7. **Boundaries:** A ball striking the ceiling or overhead obstruction over the offensive court area will be in play. If
the ball lands on the opposite side, it will be ruled out. A ball hitting the wall or basket will be ruled out.

8. **Net height:** 7' 8"

9. **Libero:** None

10. **Time-Outs:** None

11. **Illegal Participation:** If a player competes on more than one team, both teams on which he/she participates
will forfeit all the games which the player was a participant. Only University of Hawaii (Manoa) students, faculty,
and staff are eligible to participate with exception to community college students who must register through
their respective program and play as a community college team.

12. **Referee:** The decision of the referee regarding facts connected with play and interpretation of the rules are
final.

13. **USVBA Rules:** Current USVBA rules will apply when not covered by special Intramural rules.

13. **Ejected Player:** Any player ejected from a game will be required to report to the Intramural Sports Office and
meet with the Intramural Sports Committee within 48 hours or prior to his/her next game, whichever is earlier,
to show cause why he/she should continue to play. If this is not done, the player will be suspended from further
competition. Teams will forfeit all games in which an ineligible player participates.

**Special Coed Rules**

1. **Teams and scoring:** A team consists of 3 men and 3 women in alternating positions. Six players are needed to
start a game. Once the match has started and is reduced to five players, the team will be allowed to continue
with the following rules. In place of the missing player, there will be an “open” position in the rotation. When it
is the “open” position’s turn to serve, it will be ruled a side-out and point for the opponent. On defense, the
“open” position will be determined by the team’s rotation.

2. **Men contacting the ball within the 3-meter attack zone and projecting it into the opponent’s court:** Any ball
hit by a male within this area must have an upward trajectory unless the takeoff is behind the 3-meter line.
Back row players must take-off and land behind this line. Men standing flat-footed within this area must still
have an upward trajectory of the ball. Exception – block. Any attack by a female may be blocked by a male on
his side of the net. The ball is considered to be on a player’s side of the net when any part of the ball is over the
net.
3. **Blocking**: “Pressing” or extending a block over the net – men will not be allowed to press women but may press/block another male.

**Common USVBA Rules**

1. **Fouls**:
   a. Crossing over the center line. Player’s foot may contact the playing area on the opposite side of the center line provided that some part of each encroaching foot remains on or above the center line at the time of contact.
   b. Touching the net when the ball is in play, unless the opponent hits the ball into the net causing the net to contact an opponent.
   c. When the ball momentarily comes to rest in a player’s hands or arm, it shall be considered as catching or holding the ball.
   d. Reaching over the net to play the ball, except when following through after a spike, or by a blocker as the opponent hits the ball to return it.
   e. One person hitting the ball twice in succession.
   f. Four or more hits per team.
   g. Serving out of turn.
   h. Spiking or blocking when playing a back position. Exception – spiking is permitted behind the 3-meter line. See ‘Special Coed League Rules’ for modification of this rule for coed volleyball.
   i. Blocking or attacking a served ball is prohibited.

2. A ball touching any part of the boundary line is in play. An out-of-bounds ball must be allowed to hit the floor.
3. Blocking is permitted only by players in the front line.
4. After a block, a team is allowed 3 hits.

**NOTE:** The UH Intramural Sports disapproves of any form of threatening action toward officials (game or IM personnel) and will suspend or expel players for such actions.