

Stony Brook University
Department of Campus Recreation
4v4 VOLLEYBALL

DEADLINE: The deadline for rosters is 3/22/11 in the Campus Recreation office room G-7 by 5:00pm.

All Managers must attend the MANDATORY MANAGERS MEETING @ 6:15pm on 3/22/10 in **SAC 303**.

FEES: All teams must have a \$40.00 Forfeit Fee on file with the Intramural Office. If the team does not have a Forfeit Fee on file they must provide one at the time of registration. **Absolutely No Exceptions!!**

Any members of an Intramural team that are Faculty/Staff or Graduate Students must pay a \$20.00 participation fee before they participate. You must pay the \$20.00 fee in the Campus Recreation office. Our office is open Monday through Thursday 10am to 5pm, and on Friday 9am to 5pm.

SCHEDULE: Intramural schedules will be posted on the Bulletin Board across from the office by Friday, March 25th. It is the Manager's responsibility to record the schedule and distribute to members of your team. Games will be scheduled Monday - Thursday 8:00pm to 11:00pm in the Sports Complex Arena. Please indicate on the roster form the Days and Times your team is not available to play. Every effort will be taken to schedule according to request. PLEASE NOTE, for the playoffs your team may be scheduled to play any time Monday - Thursday 8:00pm to 11:00pm (preference will not be given for the playoffs).

FORFEITS/DEFAULTS: Teams are required to follow the schedule that is provided for their team. If your team is unable to attend a contest, it is the manager's responsibility to notify the Department of Campus Recreation @ 632-7168 prior to 3:00 P.M. on the scheduled day. This will be recorded as a default. Failure to notify the office by 3:00 P.M. or if no members of the team show up, the contest will result in a FORFEIT and loss of the \$40.00 forfeit fee.

UNIVERSITY I.D.: All participants must present the Intramural Supervisor with Stony Brook University I.D. to participate in the games. Also, faculty/staff and graduate participants must obtain an intramural participant card for the 2010-2011 academic year (cost is \$20.00). Individuals not possessing a **SBU I.D.** card and/or an **Intramural Participant Card** will not be permitted to participate. **ABSOLUTELY NO EXCEPTIONS!!**

THE RULES: Please check them out on our website at www.recreation.sunysb.edu

ABSOLUTELY No alcoholic Beverages are allowed at the Intramural Games!!!!
Persons abusing this rule will be banned from the Intramural program permanently



4v4 Volleyball Rules of Play

Players:

Each team must have a minimum of two (2) players to start the game.

Rosters are final at the completion of the second game in the regular season. Participants may only play on one (1) team per division.

Length of Game:

Matches will be the best 2 out of 3 games to 25 points via rally point scoring. (Teams must win by two points, with a 27-point cap). All deciding games are played to 11 points with a point cap to 13. There may be a time restriction imposed on each match, which will be determined prior to the beginning of the season.

Mercy Rule:

No mercy rule will be in place for 4v4 volleyball.

Scorekeeping:

The score will be kept by supervisors on duty.

Sportsmanship:

Teams must average a sportsmanship rating of 3.0 (B average) or better in the regular season to be eligible for playoffs and maintain at least a 3 (B) sportsmanship rating in each playoff game to continue to the next round.

Rules:

If the serving team wins the rally, it scores a point and continues to serve. If the receiving team wins the rally, it scores a point and gains the right to serve; its players must rotate one position clockwise before serving.

Substitution must be made on the rotation.

Players may rotate into the game:

- a) If a new player arrives at the game, after the game starts, the player may join in at the end of the rotation. **If you start with 3 players you must end that specific match with three players, new players may however rotate in.**
- b) If a player gets injured, the player may be replaced with the next person who is supposed to rotate into the game. Whenever the injured player feels he/she is capable of playing, re-enter the rotation at the end of the rotation. If the player is injured again during the match, the player should be replaced in the same manner, and the player may not re-enter the game. Any player who leaves early is considered an injured player.

In case of an injury (a player being unable to play for more than 15 seconds), either the player **MUST** be replaced in accordance to rule 14.b or a time out **WILL** be charged to the team.

Teams are allowed **1 time-out per game.**

When there are 4 players on the court, the 2 back row players cannot spike in front of the 10' attack line. When playing with less than 3 players, the person in the server position is not permitted to spike in front of the 10' attack line.

A team may hit the ball only three (3) times before it must be returned OVER THE NET. A player may hit the ball only one time before another player must hit the ball. On a block, a team may hit the ball three (3) times not including the block.

The server is allowed one serve and must wait until the referee whistles them to serve. (Any ball that hits the net and goes over to the opponents' side on the serve will be considered good and playable.)

There is no "blocking" or "attacking" of the serve.

Any ball landing on the line is good.

Balls may be played out of the net.

A player **cannot** hit the net, throw or direct the ball or hit the ball with their palms.

The ball may contact any part of the body.

Players must play their line positions until the first contact of the ball.

Overhead obstructions are out of bounds, except for the basketball backboards which should be played on, except when the ball crosses the net, which shall be a violation.

The consequence of a fault is a loss of rally. The opponent of the team committing the fault wins the rally and scores the point.

A player continues to serve until the serving team commits one of the following faults:

- The ball does not cross the net.
- The ball passes under the net .
- The ball touches an antenna or does not pass over the net completely between the antennas or their indefinite extensions.
- The ball touches a player on the serving team or any object before entering the opponent's team court.
- The ball lands outside the limits of the opponent's team court.

Additional Rules for CO-ED Volleyball

Players:

Men should never outnumber women at any given time. The order on the floor must be alternated male-female and must remain alternating for the entire match. A female must contact any two or more hits on a side.