All rules will follow that of the "International Volleyball Rules" standard with the following changes and additions:

1. **Eligibility** - Eligibility is governed by article 2.10 of the Intramural Handbook, questionable cases of eligibility will be ruled on by the Intramurals Supervisor.

2. **Number of players** - There may be a maximum of 6 players on the court, with at least 2 of the opposite sex. Teams may play with 5 on the court if only one member of the opposite sex is available. If there are only 4 players (at least 1 girl), the opposing team can decide if they want to play the team with 4 players. If they are fine with playing them, then it’s a normal game and the team with 4 players can win. If they do not want to play them, then the team with 4 defaults automatically, and this default will contribute to one of the team’s defaults, as outlined in #6 at the bottom of this page. Team rosters max out at 18.

3. **Transfers** - No player having actually played for a team shall play for any other team during the leagues schedule. Special consideration, however, may be given to players on a defaulted team and players on overcrowded teams.

4. **The Game** - A game is 30 minutes in length. Each team is allowed 5 minutes grace time after scheduled start of game before the game is defaulted. Games are played rally point to 21. The winner must win by 2 points with a cap at 23 points. Third games are played to 15 with a cap at 19. A player is not allowed to spike or block the serve. Time outs are not allowed. The ball can be contacted with any part of the body and served from anywhere behind the service line. Most recent International Volleyball rules apply.

5. **Fair Play** - Teams and players are expected to exhibit sportsmanlike conduct throughout every contest. Conduct on and off the floor is guided by Article 2.11 of the Intramurals Handbook. Delay of game, obscene language or gestures, and arguing with officials constitute unacceptable behavior. Players will be punished by cards and/or game ejection. Referee's decisions are final.

6. **Points and Defaults** - 2pts. for win; 1pts. for tie; 0pt. for loss;
   a. 1st Default: Team warning
   b. 2nd Default Not back to back weeks – eliminated from playoffs
   c. Defaults in two consecutive weeks will result in removal from league

7. **Tie Games** – During league play, each team will receive 1 point out of 2. The event of a tie for league playoffs, places will be decided by previous games played between two tied teams. During playoffs, however, it is best of 3, so no ties will happen during playoff games.

Last Updated on December 4th, 2014