TAMUK IM SPORTS
VOLLEYBALL RULES

TAMUK IM Sports follows NFHS rules with modifications

Changes from last year’s rules are indicated like this

RULE 1. THE GAME

SECTION 1. DEFINITION
Volleyball is a game played by two teams consisting of six players on a rectangular court separated into two areas by a net with an inflated ball. One team serves the ball over the net, trying to make it land within the opponent’s playing area. The receiving team attempts to return the ball over the net in such a manner that it will land within the opponent’s playing area.

ART. 1...Six (6) players constitute a team. A team may begin a game with as few as three (3) players. During the game, a team may drop below 3 players due to injury or illness only without penalty. If a team drops below 3 players due to ejection or disqualification, the game will be immediately forfeited.

ART. 2...You cannot have any more than 1 more of the opposite gender (2 guys and 1 girl, 3 girls and 2 guys, etc.)

SECTION 2. MATCH
ART. 1...A match shall consist of the best two-out-of-three games or 40 minutes. The first team to win two games shall be the winner of the match. The third game shall not be played unless it is necessary to determine the winner of the match. For matches in which the time limit expires:
   a. You will complete that game and take the result of the match.
      - If Team A wins the first game and Team B wins the second (Time has expired), the match will be a TIE
      - If Team A wins the first game and wins the second game (after time has expired), Team A win 2-0
   b. Time limits will be disregarded when a third game is needed or is in progress.

ART. 2...A match shall include let serve.
ART. 3...A match shall include four timeouts.

SECTION 3. SCORING POINTS
ART. 1...A point shall be scored by the opponent each time a team commits a fault.
ART. 2...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 serve. Each time a team gains the serve, it must rotate one position clockwise before serving.

SECTION 4. THE GAME
ART. 1...In the regular season, the first two games shall be played to 25 points. In the tournament, the first two games shall be played to 25 points (30 point cap), and a team must win by two points (Playoffs only)
ART. 2...In the regular season, the third and deciding game shall be played to 15 points. In the tournament, the third game shall be played to 15 points (20 point cap), and a team must win by two points (Playoff Only)

SECTION 5. TERMINATION OF GAME
ART. 1...In the regular season, a team that has scored the required points is the winner.
ART. 2...In the tournament, a team that has scored the required points is the winner. If the leading team does not have a two-point advantage, play shall continue until one team has a two-point advantage (30 point cap in the first two games, 20 point cap in the third game).

SECTION 6. PREMATCH CONFERENCE
ART. 3...During the prematch conference, a coin toss shall be conducted between the captains of each team. The winner of the toss shall choose either to serve or which side they will be on.
ART. 4...If necessary, prior to the deciding game of the match, the other captain shall call the toss. The winner shall choose either to serve or which side they will be on.

SECTION 7. SUSPENSION
ART. 2...A match shall be declared a forfeit when:
   a. A team refuses to play when directed to do so by the referee/supervisor;
   b. Fewer than 3 players are present at game time; or
   c. Fewer than 3 players are present 10 minutes after the scheduled start time.

NOTE 1: All players must have a valid TAMUK ID to participate.
ART. 3...The score of a forfeited game shall be 25-0 (15-0 in the deciding game) if the game has not started. If the game is in progress, the offending team shall be awarded its acquired points and the opponent awarded at least 25 points (15 points in the deciding game) or a sufficient number to reflect a two-point advantage (tournament only).

RULE 2. THE COURT
SECTION 1. THE COURT AND MARKINGS
ART. 6...A serving area which is 30 feet (9 meters) wide shall be provided behind and excluding the end line. It shall be laterally limited by two short lines, each 6 inches (15 centimeters) wide, drawn 8 inches (20 centimeters) behind and perpendicular to the end line, as extensions of the sidelines. Both lines are included in the width of the serving area.
ART. 7...The substitution zone is the area near the sideline between the attack line and the center line.

SECTION 2. PLAYABLE OVERHEAD OBSTRUCTIONS
ART. 1...A ball striking the ceiling or an overhead obstruction above a playable area shall remain in play provided the ball contacts the ceiling or obstruction on the side of the next extended that is occupied by the team that last played the ball, and the ball is legally played next by the same team.
ART. 2...Cables, which are used to retract a ceiling-suspended net system and located only on one side of the net, are playable overhead obstructions.

SECTION 3. OUT OF BOUNDS
ART. 1...A ball is out of bounds and becomes dead when it:
   a. Touches a wall, objects mounted flush with a wall, or objects on the floor outside the court without interfering with a player’s legitimate effort to play the ball;
   b. Touches the floor completely outside the court’s boundary lines;
   c. Touches the net antennas above or within the net or does not pass over the net entirely between the net antennas;
   d. Touches the net cables or net not completely inside the antenna, net supports or referee’s platform;
   e. Touches a nonplayer who is not interfering with a player’s legitimate effort to play the ball;
   f. Touches the ceiling or overhead obstructions beyond the vertical plane of the net and its out-of-bounds extension;
   g. Touches or enters (from the direction of the court) a nonplayable area beyond the legal reach of a player, or adjacent courts scheduled for play;
   h. Touches any part of a backboard or its supports hanging in a vertical position, over a playable area if it is a served ball or, in the judgment of the official, the ball would not have remained in play if the backboard had not been there.

   PENALTY: Loss of rally/point is awarded to the opponent.

SECTION 4. RESTRICTED PLAY
ART. 1...The official shall stop play when:
   a. A wall, floor obstacle, nonplayable area or nonplayer interferes with a player’s legitimate effort to play the ball;
b. A player gains an illegal advantage by contacting any floor obstacle (team benches, official’s table, bleachers, etc.), wall or another player;

c. It is necessary to prevent player injury from contact with obstacles or walls;

d. The ball contacts any part of a backboard or its supports which is hanging in a vertical position over a playable area. Supports are considered part of a backboard.

ART. 2...A player may play a ball over a nonplayable area if the player has a body part in contact with a playable area at the time the ball is contacted and may enter the nonplayable area after playing the ball.

**EXCEPTION:** When competition is scheduled to occur on adjacent courts, no player or ball may enter or break the plane of the adjacent court before, during or after playing the ball.

**PENALTIES:**

1. When a wall, floor obstacle or nonplayable area that is less than 6 feet (2 meters) from a boundary line, or a nonplayer causes the interference, a replay is declared provided the player had a legitimate play on the ball.

2. When, in the judgment of the official, the ball would have remained in play had the vertical backboard not been over the playable area, a replay is granted.

3. In all other situations, a loss of rally/point is awarded to the opponent.

**RULE 3. GAME EQUIPMENT**

**SECTION 1. THE NET AND MARKINGS**

ART. 4...Net placement shall be such that the net crosses the court midway between and parallel to the end lines. The height of the net shall be 7 feet 4 1/8 inches (2.24 meters) for women and coed and 7 feet 11 5/8 inches (2.43 meters) for men measured at the center of the net. The net measured at the ends shall not exceed these heights by more than ¾ inch.

ART. 5...Net antennas shall be attached to the net in line with the outside edge of the sideline and extend upward at least 2 ½ feet but no more than 3 ½ feet above the net. The antennas shall be fastened securely to the top and bottom of the net. They shall be of an unbreakable material no more than 3/8 inch in diameter with alternating 4-inch to 6-inch white and orange or red bands.

**SECTION 2. THE BALL**

ART. 1...The ball shall be spherical with a laceless molded cover of 12 or more pieces of genuine or simulated smooth leather (not suede). It shall measure at least 25 inches but no more than 27 inches in circumference, with a weight of 9-10 ounces when inflated with 4.3-4.6 pounds per square inch of air pressure.

ART. 2...TAMUK IM Sports shall provide game balls.

**SECTION 3. THE SCORESHEET AND SCOREBOARD**

ART. 1...TAMUK IM Sports will have a scoresheet kept by the supervisor for recording player names and PIDs, team scoring, timeouts, warnings, penalties and disqualifications for unsportsmanlike conduct. This scoresheet is official.

ART. 2...A scoreboard visible to teams, officials and spectators is required.

**SECTION 4. THE OFFICIALS’ TABLE**

ART. 1...The officials’ table shall be placed at least 6 feet (10 feet preferred) outside the court opposite the referee.

**SECTION 5. TEAM BENCHES**

ART. 1...Team benches shall be on the same side of the court as the officials’ table, placed no closer to the sideline that 6 feet (2 meters) and no closer to the out-of-bounds extension of the center line than 10 feet (3 meters).

**RULE 4. PLAYER EQUIPMENT AND UNIFORM**

**SECTION 1. EQUIPMENT**

ART. 1...A guard, cast or brace made of hard or unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance, even though padded, is not permitted on the finger, hand, wrist or forearm.

ART. 2...Supports/braces are permitted on other parts of the body (an elbow brace shall not extend more than halfway down the forearm) if in the judgment of the referee, they are not considered dangerous. The referee shall, however, require a support/brace to be covered or padded if a sharp edge or point is exposed.

ART. 3...Artificial limbs are permitted when they are:

a. No more dangerous than the corresponding human limb, or

b. Adequately padded.

ART. 4...Any equipment that in the judgment of the referee increases a player’s advantage or presents a safety concern, i.e., towel tucked in uniform waistband, is prohibited.

ART. 5...Hair devices made of soft material may be worn to control the hair. Hair adornment made of soft material and no more than 2 inches wide may be worn.

ART. 6...Players shall not wear jewelry (including during prematch warm-ups). Medical alert medals are not considered jewelry. A medical-alert medal must be taped and may be visible.

ART. 7...Players shall not wear body paint or glitter on their hair, face, uniform or body.

**PENALTIES:**

1. Discovery of jewelry on a player(s) during warm-up shall result in the official directing that player to remove the jewelry. A player(s) who does not comply shall be charged with unsporting conduct.
2. When a player wearing illegal equipment attempts to enter the game, unnecessary delay shall be assessed the team. The player shall not enter the game until the illegal equipment is removed or made legal.

3. When a player wearing illegal equipment is discovered in the game, unnecessary delay shall be assessed the team. If the team has a time-out remaining, the player may remain in the game provided the illegal equipment is removed or made legal during the time-out period. If the team has no time-outs remaining, loss of rally/point shall be awarded the opponent. The player shall be removed unless the illegal equipment is removed or made legal immediately.

4. For subsequent violations by the same team during the match, a loss of rally/point shall be awarded the opponent. The player shall be removed unless the illegal equipment is removed or made legal immediately.

SECTION 2. LEGAL UNIFORM

ART. 1…All players on a team shall wear:
   a. Uniforms consisting of shirts and shorts, pants or skirts, in one or two pieces;
   b. Uniforms that are free of hard and unyielding items (buttons, zippers, snaps, fasteners, etc.)

NOTE: It is not required for all team members to wear the same color shirt provided that the uniform is in accordance with Article 1.

ART. 6…Appropriate playing shoes shall be worn.

PENALTIES:
1. When a player wearing an illegal uniform attempts to enter the game, unnecessary delay shall be assessed the team. The player shall not enter the game until the illegal uniform is replaced or made legal.
2. When a player wearing an illegal uniform is discovered in the game, unnecessary delay shall be assessed the team. If the team has a time-out remaining, the player may remain in the game provided the illegal uniform is replaced or made legal during the time-out period. If the team has no time-outs remaining, loss of rally/point shall be awarded the opponent. The player shall be removed unless the illegal uniform is replaced or made legal immediately.
3. For subsequent violations by the same team during the match, a loss of rally/point shall be awarded the opponent. The player shall be removed unless the illegal uniform is replaced or made legal immediately.

RULE 5. OFFICIALS: RESPONSIBILITIES AND POSITIONS

SECTION 1. AUTHORIZED OFFICIALS

ART. 1…The game is administered by a referee and an umpire. The supervisor assumes the roles of scorer and timer.
ART. 2…The referee and umpire shall have the authority to make decisions about infractions of the rules committed. The use of television monitoring or any electronic equipment by the officials to make decisions related to the game is prohibited.
ART. 3…Jurisdiction of the officials begins upon their arrival on the floor and extends through the referee’s verification of the final score of the match.

NOTE: The supervisor’s jurisdiction extends beyond that of the officials.

ART. 4…There shall be no exchange of duties by the referee and the umpire during a match except when an official is unable to continue.

SECTION 2. OFFICIALS UNIFORM AND EQUIPMENT

ART. 1…The officials uniform shall be:
   a. A one-inch black and white striped jersey;
   b. Black shorts;
   c. Shoes.

ART. 2…Officials equipment shall include:
   a. A whistle;
   b. A set of red and yellow cards;
   c. A coin.

SECTION 3. REFEREE RESPONSIBILITIES

ART. 1…Prematch – The referee shall:
   a. Call a captain from each team together for a prematch conference;
   b. Check players for open wounds, bleeding or excessive blood on the uniform;
   c. During the prematch conference, conduct the coin toss between the captains to determine which team shall have the choice of serving or receiving for the first game;
   d. Inform supervisor which team will serve first.

ART. 2…Position – The referee shall take a position on an elevated platform at the end of the net opposite the officials’ table so the referee’s head is 2 to 3 feet above the net in order to have an unobstructed view of both playing areas of the court.

ART. 3…During the Game:
   a. The referee is the head official who shall:
      1. Have general supervision of officials;
      2. Make decisions on matters not specifically covered by the rules;
      3. Make the final decision when there is disagreement between officials;
      4. In the spirit of good sportsmanship, promptly handle any unexpended situation.
   b. To start the game, and after time-outs, the referee shall check that playing captains and officials are ready, then sound the whistle and give a visible signal for the serve. After dead balls, the referees shall make certain both teams and the officials are ready, then sound the whistle and give the visible signal for serve.
ART. 3...Court Protocol:

a. At the end of the warmup period, the officials shall take their positions on the court. When all officials are ready, the referee blows a whistle and signals the players on to the playing court.

b. At the end of the game the referee shall blow the whistle and signal “end of game.” The timer begins timing the interval between games.

c. Following nondeciding games, after the referee has confirmed the score of the game, he/she blows the whistle and signals the teams to change courts. The nonplaying team members proceed immediately to their new team benches.

d. After a nondeciding game just prior to a deciding game, with the players remaining on their respective end lines, the referee shall call the captains to the center of the court for the coin toss with the team that did not call the opening toss calling this toss (the referee may request the umpire to conduct the coin toss). Following the coin toss the referee blows the whistle and signals the teams to change courts or to return to their same benches depending on the results of the coin toss.

e. At the end of the match, the referee shall blow the whistle and give the end-of-game signal directing players to their respective end lines. After the referee visually confirms the score with the umpire, he/she blows the whistle and directs the players to their respective team benches. The referee then verifies the score with the supervisor. The match becomes official at this point and no score shall be allowed thereafter.

SECTION 4. UMPIRE RESPONSIBILITIES

ART. 1...Prematch – The umpire shall assist the referee in prematch duties

ART. 2...Position – The umpire shall be in a standing position on the floor opposite the referee, outside the sideline boundary and back from the standard.

ART. 3...During the game:

a. The umpire shall assist the referee by ruling upon situations which are clearly out of the referee’s view.

b. The umpire specific responsibility shall be to:
   1. Blow the whistle and give the signal for calls initiated by the umpire including time-out and substitution;
   2. Mirror the referee’s signal for each loss of rally/point, violation or penalty, replay/re-serve;
   3. Assist the referee by making sure a whistle is blown for each dead ball;
   4. Determine the alignment of players on the receiving team at the moment of serve;
   5. Determine net fouls on both sides of the net;
   6. Determine hand/foot faults at the center line;
   7. Determine back-row player fouls;
   8. Control the entry of substitutions onto the playing area;
   9. Grant time-outs, substitutions and requests for the serving order;
10. Blow the whistle when both teams are ready prior to 60 seconds expiring;
11. Signal at the completion of each time-out, how many time-outs each team has used;
12. Determine, then notify referee of unsportsmanlike conduct violations by players, coaches or other team personnel;
13. Confirm illegal player equipment or uniform and warnings, penalties and disqualifications for unsportsmanlike conduct with the scorer;
14. If requested by the referee, notify the appropriate captain of the reason for disqualification;
15. If requested be the referee, conduct the coin toss prior to the deciding game.

SECTION 5. SUPERVISOR RESPONSIBILITIES

ART. 1... Prematch – The supervisor shall:
a. Sign all players in.
   NOTE: Only players with a valid TAMUK ID will be permitted to participate.
b. Time the prematch warmup period.
c. Print the referee’s and umpire’s name on the scoresheet.

ART. 2... Position – The supervisor shall be seated at the officials’ table.

ART. 3... During the game, the supervisor shall:
a. Record the running team score on both the scoresheet and scoreboard.
b. Time the 30 second time-out interval and the 1-minute interval between games.
c. Keep a record of time-outs charged to each team and notify the umpire how many time-outs each team has used at the completion of each time-out.
d. Record all warnings, penalties and disqualifications for unsportsmanlike conduct violations; notify the umpire of any previous unsportsmanlike conduct violations recorded for the same individual;
e. Notify the umpire when a team requests an illegal time-out;
f. Notify the umpire when a team reaches game point;
g. Notify the umpire when a team has a second violation in the match for illegal equipment or uniform.

RULE 6. THE TEAM: COMPOSITION AND POSITIONS

SECTION 1. TEAM PLAYERS

ART. 1... A team shall consist of no more than six players. If fewer than 3 players are present at game time, the match shall be declared a forfeit.

ART. 2... If a team has fewer than 3 eligible players due to illness, injury or disqualification after the start of a match, it shall continue play.

ART. 3... A minimum of 3 players are needed to start a match.

SECTION 2. THE CAPTAIN

ART. 1... Each team must designate a team captain for the coin toss to begin the match and prior to a deciding game.

ART. 2... During any dead ball, the playing captain may request the following for his/her team:
a. Time-out;
b. Verification of time-outs used.
   The playing captain may request the referee to repeat a call if a signal is missed.

SECTION 3. PLAYER POSITIONS

ART. 1... The position of players in order of the serve shall be Right Back, Right Front, Center Front, Left Front, Left Back and Center Back.

ART. 2... TAMUK IM Sports does not utilize the libero player.

ART. 3... At the moment of serve:
a. All players, except the server, shall be within the team’s playing area and may be in contact with the boundary lines or center line, but may not have any part of the body touching the floor outside those lines.
b. All players shall be in correct serving order. Each right-side player shall have at least part of one foot touching the floor closer to the right sideline than both feet of the center player in the corresponding row (except the server and the center back of the serving team). Each left-side player shall have at least part of one foot touching the floor closer to the left sideline than both feet of the center player in the corresponding row. Each front row player shall have at least part of one foot touching the floor closer to the center line than both feet of the corresponding back-row player.
c. After the ball is contacted for the serve, players may move from their respective positions.

ART. 4... When a loss of rally occurs, the team preparing to serve shall rotate clockwise one position. A point is awarded as this team rotates.

ART. 5... When a team plays with fewer than six players, no penalty is assessed for player vacancies in the right back position.

PENALTIES:
1. For illegal alignment, loss of rally/point awarded to the opponent for:
   a. Overlapping by players other than the server at the moment a legal serve occurs;
   b. Positioning, at the moment of a legal serve, of any player, other than the server, outside the boundaries of the playing area.
2. For an improper server, loss of rally shall be awarded as soon as the improper server is discovered and verified.
a. When an improper server is discovered prior to the contact of the first serve by the opposing team, all points earned by the improper server shall be canceled.
b. When an improper server is not discovered until after the serve has been contacted, there shall be no cancellation of points, and no penalty is assessed.
c. Proper serving order shall be regained immediately.

SECTION 4. SCREENING
ART. 1…Players on the serving team shall not take action to prevent receivers from seeing the contact of the serve or the path of the served ball. Potential screens exist, but are not limited to:
   a. When a player(s) on the serving team waves arms, jumps, moves sideways or stands close to the server, and the ball is served over the player(s).
   b. When a group of two or more teammates stand close together, and the ball is served directly over them.

PENALTY: A loss of rally/point is awarded to the opponent.

RULE 8. THE SERVE

SECTION 1. DEFINITION
ART. 1…A serve is contact with the ball to initiate play. The server shall hit the ball with one hand, fist or arm while the ball is held, or after it is released by the server. The ball shall be contacted within five seconds after the referee’s signal to serve.
ART. 2…The server shall serve from within the serving area (2-1-6) and shall not touch the end line or the floor outside the lines marking the width of the serving area at the instant the ball is contacted for the serve. The server’s body may be in the air over or beyond the serving area boundary lines, having left the floor from within the serving area.
ART. 3…A team’s term of service begins when a player assumes the right back position as the server and ends when a loss of rally is awarded.
ART. 4…A player’s term of service begins when the player assumes the right back position as the server and ends when a loss of rally is awarded or a substitution for the player is made prior to the end of the team’s term of service. Each player may have only one re-serve during a team’s term of service.
ART. 5…A re-serve shall be call when the server releases the ball for service, then catches it or drops it to the floor. The referee shall cancel the serve and direct a second and last attempt at serve. The server is allowed a new five seconds for the re-serve.
   A re-serve is considered to be part of a single attempt to serve. Therefore, after the referee’s signal for service, no requests, e.g., time-out, substitution, etc., may be recognized until after the ball has been served.

SECTION 2. GENERAL
ART. 1…The first server of the game is the right back position. Thereafter, when a team is awarded a loss of rally, the player in the right front position rotates to the serving area.
ART. 2…A team continues serving until it loses the rally or the game ends.
ART. 3…The serve alternates when the serving team loses the rally.
ART. 4…The team not serving first in the previous game of a match shall serve first in the next game.
ART. 5…A serve is illegal and the ball remains dead if the server:
   a. Hits the ball illegally; (Signal 3, Illegal Hit)
   b. Is touching the end line or the floor outside the serving area when the ball is contacted; (Signal 2, Line Violation)
   c. Does not contact the ball to serve within five seconds; (Signal 4, Delay of Service)
   d. Is out of serving order or is from the wrong team; (Signal 1, Illegal Alignment/Improper Server; 6-3-PENALTY 2)
   e. Deliberately serves before the referee’s signal to begin the serve; (Unsportsmanlike Conduct)
   f. Releases the ball for service, then catches it or drops it to the floor more than once during one term of service. (Signal 3, Illegal Hit)

ART. 6…A served ball is a service fault and becomes dead when the ball:
   a. Does not legally cross the net, such as when the ball:
      1. Passes under the net; (Signal 6, Ball Lands Inbounds)
      2. Touches one of the server’s teammates; (Signal 6, Ball Lands Inbounds)
      3. Touches the floor on the server’s side of the net. (Signal 6, Ball Lands Inbounds)
   b. Crosses the net not entirely between the net antennas, or lands out of bounds; (Signal 14, Out of Bounds)
   c. Touches the ceiling or any obstruction. (Signal 14, Out of Bounds).

ART. 7…When a receiving team player is out of position on the serve and:
   a. The ball is served illegally, the serving team is penalized;
   b. A service fault occurs, the receiving team is penalized.

PENALTIES:
1. For an illegal serve, a service fault, or the receiving team being out of position when there is an illegal serve, loss of rally/point is awarded to the receiving team.
2. For the receiving team being out of position when there is a service fault, a point is awarded to the serving team.
3. For the server having a second re-serve during team’s term of service, a loss of rally/point is awarded to the receiving team.

RULE 9. DURING PLAY

SECTION 1. TEAM BENCHES
ART. 1…All nonplaying team members, including coaches and other team personnel, shall be seated on the designated team bench during the game.

ART. 2…Teams shall occupy the bench located on the side of the net adjacent to their playing area throughout the match.

SECTION 2. COURT PROTOCOL

ART. 1…For game two, teams shall change playing areas and benches.

PENALTY: For delay in following the court protocol procedures (See 5-3-4), unnecessary delay or an unsportsmanlike conduct penalty may be assessed.

SECTION 3. LIVE AND DEAD BALLS

ART. 1…A live ball is in play, from the moment the ball is legally contacted by the correct server until a dead ball occurs.

ART. 2…A dead ball is declared by an official for any decision temporarily suspending play until the ball is legally contacted again for the serve.

ART. 3…A live ball becomes dead when:
   a. The ball touches the net antennas or does not pass entirely between the net antennas and passes beyond the plane of the center line extension;
   b. The ball lands out of bounds; (See 2-3-1)
   c. The ball contacts the ceiling or an overhead obstruction and is not legally played next by the offending team;
   d. The ball contacts the ceiling or an overhead obstruction after the third hit;
   e. The ball contacts a wall or ceiling obstruction which is over a nonplayable area;
   f. The ball becomes motionless in the net or on an overhead obstruction;
   g. The ball touches the floor;
   h. The ball passes completely under the net;
   i. The ball contacts a nonplayer in a playable area;
   j. A ball (from the direction of the court) breaks the plane of a nonplayable area and goes beyond the reach of a player;
   k. An official’s whistle sounds;
   l. In the official’s judgment, a timer’s audio signal interrupts play.

SECTION 4. CONTACTING THE BALL

ART. 1…A contact is any touch of the ball by a player (excluding the player’s loose hair).

ART. 2…A hit is a contact/touch of the ball which is counted as one of the team’s three allowable plays before the ball is returned to the opponent’s side of the court.

ART. 3…A team shall not have more than three hits before the ball crosses the net into the opponent’s playing area or is touched by the opponent. When the team’s first contact is simultaneous contact by opponents, or an action to block, the next contact is considered the team’s first hit.

ART. 4…A ball is considered to have crossed the net when:
   a. It has passed completely beyond the vertical plane of the net;
   b. It is partially over the net and is contacted by an opponent;
   c. No part of the ball has crossed the net, and it is legally blocked.

ART. 5…Legal contact is a touch of the ball by any part of a player’s body which does not allow the ball to visibly come to rest or involve prolonged contact with a player’s body.

ART. 6…Simultaneous contact is more than one contact of the ball made at the same instant.

ART. 7…Successive contacts of the ball are two or more separate attempts to play the ball by one player with no interrupting contact by a different player between the two plays. A player shall not have successive contacts of the ball unless there is:
   a. Simultaneous contact by teammates;
   b. Simultaneous contact by opposing players;
   c. Successive contact by a player whose first contact is a block; then the second contact shall count as the first hit by the player’s team.

ART. 8…Multiple contacts are more than one contact by a player during one attempt to play the ball. Multiple contacts are permitted only:
   a. When the first ball over the net rebounds from one part of the player’s body to one or more other legal parts in one attempt to block;
   b. On any first team hit, whether or not the ball is touched by the block.

ART. 9…In Co-Rec, a female must make contact with the ball during play when two males have made contact in order to send the ball over the net. Two males may not send the ball over the net without a female contacting the ball.

PENALTIES:
1. Loss of rally/point is awarded to the opponent when a team has more than three hits.
2. Loss of rally/point is awarded to the opponent when there is any illegal contact, illegal successive contacts and/or illegal multiple contacts of the ball.

SECTION 5. PLAYER ACTIONS
ART. 1...Definitions:
   a. Pass – A play in which the ball is hit into the air so another player can get into position to contact the ball.
      1. Forearm pass – a controlled skill, generally used as a team’s first hit, in which the ball rebounds from the forearms of the receiver to a teammate.
      2. Overhead pass (setting action) – two-hand finger action directing the ball.
      3. Set – two (or one)-hand finger action directing the ball to an attacker.
      4. Dig – an underhand or overhead defensive saving skill in which the ball is contacted by the forearms, fists or hands.
   b. Attack – Any action other than a block or serve that directs the ball toward the opponent’s court. A team’s third hit is always considered an attack. A completed attack occurs the instant the ball completely crosses the vertical plane of the net, or is legally blocked.
      1. Spike – an attack play in which the ball is forcibly hit into the opponent’s court with a one-hand overhead motion.
      2. Tip – a fingertip attack on the ball which directs the ball into the opponent’s court.
      3. Dump – a fingertip attack most commonly used by a setter on the second hit to direct the ball into the opponent’s court.
      4. Overhead pass – two-hand finger action directing the ball over the net.
   c. Block – the action of a player(s) close to the net that deflects the ball coming from the opponent by reaching higher than the top of the net. A block may involve wrist action provided there is no prolonged contact.
      1. Block attempt – the action of blocking without touching the ball. An attempt to block does not constitute a block.
      2. Completed block – when the ball is touched by a blocker. Only front-row players are permitted to complete a block.
      3. Collective block – a block executed by more than one blocker in close proximity. It is completed when one of the players touches the ball. It is a blocking fault if a back-row player participates in a completed collective block.

ART. 2...Front-row players may contact the ball from any position inside or outside the court provided the ball has not completely crossed the vertical plane of the net or the net extended (See 9-5-7).

ART. 3...Back-row players (Server is the only one considered back-row), while positioned behind the attack line, may contact the ball from any position inside or outside the court above or below the top of the net.

ART. 4...A server player (on or in front of the attack line), cannot contact the ball completely above the height of the net and complete an attack.

ART. 5...A back-row player (Server is the only one considered back-row) shall not:
   a. Participate in a completed block;
   b. Attack a ball which is completely above the height of the net while positioned:
      1. On or in front of the attack line or its out-of-bounds extension;
   c. In the air, having left the floor on or in front of the attack line or its out-of-bounds extension.

NOTE: An illegal back-row attack shall not be called until the ball has completely crossed the net or is legally blocked by the opponent. (9-4-4)

ART. 6...TAMUK IM Sports does not utilize the libero player.

ART. 7...A player may touch the floor across the center line with one or both feet/hands provided a part of the foot/feet or hand(s) remains on or above the center line. Contacting the floor across the line with any other part of the body is illegal.

ART. 8...A player may cross the extension of the center line outside the court at any time provided he/she does not interfere with play by the opposing team.

While across the center line extension outside the court, any player may play a ball that has not completely cross the vertical plane of the net extended.

PENALTY: Loss of rally/point is awarded to the opponent for an illegal hit, center-line violation or back-row player foul.

SECTION 6. NET PLAY
ART. 1...A ball contacting a crossing the net shall remain in play provided contact is entirely within the net antennas. A serve contacting and crossing the net shall remain in play provided that the ball is entirely within the net antennas.

ART. 2...Recovering a ball hit into the net shall be permitted.

ART. 3...A player shall not contact a ball which is completely on the opponent’s side of the net unless the contact is a legal block.

ART. 4...Blocking a ball which is entirely on the opponent’s side of the net is permitted when the opposing team has had an opportunity to complete its attack. The attack is considered complete when the:
   a. Attacking team has completed its three allowable hits;
   b. Attacking team has had the opportunity to complete the attack or, in the official’s judgment, directs the ball toward the opponent’s court;
   c. Ball is falling near the net and, in the official’s judgment, no member of the attacking team could make a play on the ball;

ART. 5...Blocking a served ball is not permitted.

ART. 6...A ball may be attacked, excluding a served ball, when it has partially crossed the net.

Attacking a served ball while the ball is completely above the height of the net is not permitted. However, the contact is legal, and the ball is not out of play until it completely crosses the vertical plane of the net or is legally contacted by an opponent.

ART. 7...A net foul occurs while the ball is in play and:
a. A player contacts any part of the net including net cables or net antennas. It is not a foul when a player’s loose hair touches the net, or the force of a ball hit by an opponent pushes the net or net cables into the player.  
b. A player gains an advantage by contacting the floor/wall cables, standards or referee’s platform;  
c. There is dangerous contact by a player with the floor/wall cables, standards or referee’s platform;  
d. There is interference by a player who makes:  
1. Contact with an opponent which interferes with the opponent’s legitimate effort to play the ball;  
2. Intentional contact with a ball which the opponent has caused to pass partially under the net or into the body of the net and the opponent is attempting to play it again.  

**PENALTY:** For a net foul or over-the-net foul, loss of rally/point is awarded to the opponent.

**SECTION 7. FOULS**

**ART. 1...** A foul is a failure to play as permitted by the rules.  
**ART. 2...** A double foul occurs when opposing players commit rules violations at the same instant.  
**ART. 3...** A multiple foul occurs when the same team commits more than one violation of a single rule at the same instant during play or dead ball.  
**ART. 4...** A simultaneous foul occurs when a team violates more than one rule at the same instant during play or dead ball.  
**ART. 5...** A double hit occurs when a player’s successive or multiple contacts are illegal. (9-4-7, 9-4-8)  
**ART. 6...** A foot fault occurs when a player violates the serving area or center line restrictions. (8-1-2, 9-5-2, 9-5-6, 9-5-7)  

**PENALTIES:**  
1. For a single foul, e.g., double hit or foot fault, loss of rally/point is awarded to the opponent.  
2. For a double foul during a:  
   a. Live-ball play, a replay is called;  
   b. Dead-ball, the penalty is assessed against the serving team followed by the receiving team with both teams rotating.  
3. For a multiple foul, only one penalty is assessed (loss of rally/point or a charged time-out).  
4. For simultaneous fouls during a:  
   a. Live-ball play, only one penalty is assessed;  
   b. Dead-ball, all applicable penalties are assessed.

**SECTION 8. REPLAY**

**ART. 1...** A replay is the act of putting the ball in play without awarding a loss of rally/point and without rotation for the serve. A replay may be declared when:  
 a. An official’s mistaken whistle or a timer’s audible signal interrupts play;  
 b. A double whistle occurs on the serve;  
 c. A player unintentionally serves the ball prior to the referee’s signal to serve;  
 d. There is a double foul during a live ball;  
 e. There are conflicting calls which the referee cannot resolve;  
 f. A player’s legitimate effort to legally play the ball, in the judgment of the official, is affected by a:  
   1. Nonplayer anywhere in a playable area;  
   2. Wall, floor obstacle or nonplayable area within 6 feet of the court;  
   3. Ball becoming motionless in the net inside the net antennas or on/in an overhead obstruction over a playable area.  
   **EXCEPTION:** Third hit 9-3-3d  
 g. Play is interrupted because:  
   1. A foreign object enters the proximity of the playing area;  
   2. The official determines that a player has been injured.  
 h. The ball contacts a backboard or its supports hanging in a vertical position over a playable area and, in the judgment of the official, the ball would have remained in play had the backboard not been there, and a player is able to make a legitimate play for the ball.

**SECTION 9. UNNECESSARY DELAY**

**ART. 1...** Unnecessary delay includes, but is not limited to when:  
 a. A team is not immediately ready to start play when indicated by the official;  
 b. Delay results from a substitute attempting to enter, or when a player in the game is wearing illegal equipment or an illegal uniform;  
 c. A coach/captain makes excessive requests for the serving order;  
 d. A team delays substitution;  
 e. An illegal substitute enters or attempts to enter the game;  
 f. A team repeatedly uses improper substitution procedure;  
 g. A team does not make a decision about an injured player within 30 seconds;  
 h. A delay is caused by cleaning up liquid or other substance used by a team(s) during a time-out;  
 i. A team does not confer in the team’s bench or court area during a time-out;  
 j. A team requests a time-out in a game after it has taken its allotted time-outs.
RULE 10. SUBSTITUTION

SECTION 1. SUBSTITUTION REQUESTS

ART. 1... A substitution is the exchange of at least one player in the game by a teammate (substitute) who is listed on the roster.

ART. 2... A request for substitution shall not be recognized if made:
   a. By anyone other than the coach or substitute entering the substitution zone;
   b. During a live ball;
   c. After the referee has signaled for serve.

ART. 3... Free Substitution, teams may substitute during any dead ball period from any position.

SECTION 2. PROCEDURE FOR SUBSTITUTION

ART. 1... To request a substitution:
   a. The coach may visually signal (#19) to the officials that substitution is desired, or
   b. The substitute may enter the substitution zone.

ART. 2... The official recognizes the request by whistle and signal.

ART. 3... After the official’s recognition of the request, each substitute shall enter the game and replace a player in the game.

ART. 4... The exiting player shall go to the bench.

ART. 5... After a time-out, players shall enter the game without following normal exchange procedures.

ART. 6... Improper substitution occurs and is corrected when a substitute enters in a position other than that of the player being replaced.

ART. 7... Delaying substitution is illegal and occurs when:
   a. Coach withdraws a substitution request after it has been recognized.
   b. Substitution includes more than one substitute from a team, and they do not enter the game at the same time.

PENALTIES:

1. Unnecessary delay is charged to the offending team when:
   a. Substitution is delayed;
   b. Substitution is denied by the umpire after the request has been recognized because the substitute is illegal; or
   c. Team repeatedly uses improper substitution.

2. After a team is charged with unnecessary delay:
   a. The team may withdraw the request;
   b. For illegal substitution, substitution is allowed after corrections are made, if there is no further delay of the game.

SECTION 3. SUBSTITUTES

ART. 1... The position of the substitute shall be that of the player being replaced.

ART. 2... A team is allowed an unlimited number of substitutions.

ART. 3... A re-entering player shall not return to the game during the same dead ball in which the player is replaced.

ART. 4... An injured/ill player who is legally replaced may re-enter the game.

ART. 5... When a player is rendered unconscious or apparently unconscious during a game, the player shall not be permitted to resume participation that day without written authorization from a physician.

ART. 7... A substitution is illegal when the substitute:
   a. Is in the game without following the required substitution procedure;
   b. Is not listed on the roster;
   c. Re-enters or attempts to re-enter the game during the same dead ball.

PENALTIES:

1. Unnecessary delay is charged to the offending team when an illegal substitute attempts to enter or is found in the game.

2. For the serving team, any points known to have been scored during a term or service in which an illegal substitute is discovered in the game shall be cancelled.

3. For the receiving team prior to the contact of the serve by the opposing team, all points earned during the previous term of service by the violating team while the illegal substitute was in the game, shall be cancelled.

4. After the serve has alternated and the first serve is contacted, there shall be no cancellation of points.

In all cases, the illegal substitute must enter legally or be replaced by a legal player.

RULE 11. TIME-OUTS AND INTERMISSION

SECTION 1. DEFINITIONS

ART. 1... Charged time-outs are those requested by a team or charged to a team by the referee.

ART. 2... Officials’ time-outs are those taken by officials for any reason they deem necessary.

SECTION 2. GENERAL
ART. 1...Requests for time-outs shall be signaled by the coach or playing captain only during dead balls, but not after the referee has signaled for the next serve.
ART. 2...All time-outs requested prior to the start of the game shall be honored.
ART. 3...Charged time-outs begin when the official recognizes the request with the whistle and signal. A time-out will last for a maximum of 30 seconds, unless both teams are ready to play. Each team is limited to four timeouts per match. Requests for additional time-outs shall be denied and the requesting team penalized. Time-outs may be taken consecutively without play between them.
ART. 4...During officials’ or team time-outs, teams may confer with their coaches only on their court or at their team bench area.

PENALTIES:
1. For a team not conferring in the specified area or delaying its return to the floor after a time-out, unnecessary delay shall be charged. A time-out shall be assessed the offending team and the team shall be given the 30 seconds, if it has a time-out remaining
2. If a team has used all of its time-outs, loss of rally/point is awarded to the opponent, and the game shall be resumed immediately.

SECTION 3. REVIEWING DECISIONS
ART. 1...To review a decision by an official that may have resulted in an incorrect decision, a coach may request and be granted a time-out, provided the request is made during the dead ball immediately following the situation in which the possible incorrect decision occurred. When a time-out is so granted, the coach shall confer with the referee at the referee’s platform. If the conference results in the referee altering the ruling, the opposing coach shall be notified by the umpire, the revision made an the time-out charged to the official.
ART. 2...Decisions based on the judgment of the official(s) are final and not subject to review.

PENALTY: If the official's decision prevails, the team requesting the conference shall be charged a time-out. If the team has already used its allotted time-outs, a loss of rally/point shall be awarded to the opponent.

SECTION 4. INJURY
ART. 1...In the case of an injury/illness during the game, the referee may interrupt play and call an official’s time-out. Within 30 seconds, the team shall:
   a. Request a substitution for the player;
   b. Leave the player in the game with play beginning immediately, or;
   c. Take a team time-out if the team has not used its allotted time-outs.
The game shall resume with a replay.

NOTE: If the decision is made to substitute for the injured player, the team shall be allowed the necessary time to safely move the player from the court.

ART. 2...When it is detected that a player is bleeding, has an open wound or has a uniform with an excessive amount of blood on it, the game shall be stopped at the earliest possible time. The interruption of play shall be administered as an injury time-out. In all situations, the player(s) shall receive proper treatment before resuming participation.

SECTION 5. BETWEEN GAMES
The time period between games of a match shall be no more than one minute, beginning when the referee signals end of game.

RULE 12. CONDUCT

SECTION 1. DEFINITION
Unsportsmanlike conduct includes actions which are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect or vulgarity and includes taunting.

SECTION 2. CONDUCT: PLAYERS, COACHES AND/OR TEAM ATTENDANTS
ART. 1...No player, coach and/or team attendant shall act in an unsportsmanlike manner while on or near the court before, during, after or between games.
ART. 2...It is considered a serious offense (red card) for any player, coach and/or team attendant to use any form of tobacco product.
ART. 3...The captain from each team shall attend the prematch conference.
ART. 4...A team shall not refuse to play when directed to do so by the referee.
ART. 5...Coaches shall remain seated on the bench during a game except to:
   a. Request a time-out or substitution during a dead ball;
   b. Ask the umpire, during a dead-ball situation, to review the accuracy of the score or verify the number of time-outs used;
   c. Stand at the team bench to greet a replaced player;
   d. Confer with players during time-outs;
   e. Spontaneously react to an outstanding play by a member(s) of their own team;
   f. Confer with officials during specifically requested time-outs;
   g. Attend to an injured player with permission of the official.
ART. 6...A head coach may stand between the attack line and end line on his/her team’s end of the court during a dead ball to coach his/her players. If a card (yellow or red) is issued directly or indirectly to the head coach, assistant coach(es) or team bench, the head coach must remain seated for the remainder of the match except as provided in Rule 12-2-5 items a through g. Once the referee extends the arm in preparation to whistle and signal for serve, the head coach shall be seated.
ART. 7...Non-playing team members shall remain seated on the team bench during a game except to:
a. Spontaneously react to an outstanding play by a members of their own team;
b. Go to a nonplayable area to warm up without balls prior to entry into the game as a substitute;
c. Stand at the bench to greet a replaced player(s), then immediately sit down.

ART. 8...Unsportsmanlike conduct for a coach, substitute or team attendant includes, but is not limited to the following:
   a. Use of disconcerting acts or words when an opponent is about to play the ball;
b. Entering the court while the ball is in play;
c. Attempting to influence a decision by an official;
d. Disrespectfully addressing an official;
e. Questioning an official’s judgment;
f. Disrespectfully addressing, bating or taunting anyone involved in the contest;
g. Using electronic equipment for coaching purposes during the game or any intermission;
h. Using a sounding device at courtside for coaching purposes;
i. Holding an unauthorized conference;
j. Attempting the re-entry of a disqualified player;
k. Illegally leaving the designated bench during the game;
l. Making any excessive requests designed to disrupt the game;
m. Abusing the reserve rule.

ART. 9...Unsportsmanlike conduct by a player includes but is not limited to:
   a. Use of disconcerting acts or words when an opponent is about to play the ball;
b. Disrespectfully addressing an official;
c. Questioning or attempting to influence officials’ decisions;
d. Showing disgust with officials’ decisions;
e. Using profane or insulting language or gestures or baiting/taunting anyone involved in the contest;
f. Making any contact with an opponent which is deemed unnecessary and which incites roughness;
g. Using any part of a teammate’s body or any object to gain physical support for advantage in playing the ball;
h. Deliberately serving prior to the signal for serve;
i. Abusing the re-serve rule;
j. Spitting other than into the proper receptacle;
k. Making any excessive requests designed to disrupt the game;

PROCEDURE FOR UNSPORTSMANLIKE CONDUCT VIOLATIONS:
1. The referee, as the head official, sets the tone for the match and shall be responsible for controlling the unsportsmanlike conduct of coaches, players and/or other team personnel. Therefore, only the referee shall administer the cards as follows:
a. Hold the cards(s) in the hand(s) on the offending team’s side of the court with the arm outstretched, elbow bent 90 degrees and hand(s) held head-high.
b. Verbalize to the umpire and supervisor the number of the player(s) or which coach is receiving the card. The referee should be sure that the umpire also has identified the offender(s) and verified that the supervisor has recorded the information on the scoresheet. Under no circumstances shall the officials permit unsportsmanlike behavior to occur without a penalty. If there are multiple offenses, each offender shall be penalized.
2. When the umpire sees or hears an action or response that necessitates a card, he/she shall move to the offending team’s side of the net and take a few steps onto the court toward the referee. The umpire holds the card(s) in the middle of his/her chest an indicates verbally the number of the offending player(s) or coach. It is the responsibility of the referee to immediately administer and card(s) requested by the umpire.
3. Warning: For a first minor offense, an official warning is administered by the referee at the first dead ball. The warning shall be recorded on the scoresheet. No penalty is assessed. No card is displayed
4. Penalty: For a second minor offense by the same individual, or for a single serious offense, a yellow card is administered at the first dead ball. A loss of rally/point is awarded to the opponent, and the penalty is recorded on the scoresheet.
5. Disqualification: For a third minor or second serious offense by the same individual, or a single flagrant offense, the red card is displayed (usually at the first dead ball). The offender is disqualified from further participation in the match, and must be removed from the SRC. A loss of rally/point is awarded to the opponent, and the official shall notify the appropriate coach/captain of the reason for disqualification. The disqualification is recorded on the scoresheet.
6. Forfeit:
   a. If a team refuses to play when directed to do so by the referee, the team shall forfeit the match.
b. If a team has fewer than 3 players at game time, the team shall forfeit the match.
c. If a team has fewer than 4 players at 10 minutes after the scheduled game time, the team shall forfeit the match.
7. If the situation warrants, the officials may issue red card or a yellow and red card on a first unsportsmanlike conduct violation.
8. The umpire shall direct the supervisor to record proper notations and verify that the supervisor has recorded them.
9. All cards carry over from game to game throughout the match. The supervisor shall notify the umpire of any previous violations by the same individual.
10. When unsportsmanlike conduct occurs from the bench or court and the officials cannot determine the specific offender(s), the warning or penalty is issued to the coach/captain.
11. Any cards issued for unsportsmanlike conduct prior to the first game or between games shall be administered at the beginning of the game immediately following the violation.
12. Requests such as time-outs, substitution, etc. shall not be recognized until after the card(s) is administered.

13. If the team captain asks in a proper manner, the referee shall give the reason for the penalty, but shall not permit further discussion of the penalty.

SECTION 3. UNSPORTSMANLIKE CONDUCT: SPECTATORS
When a spectator becomes unruly or interferes with the orderly progress of the game, the referee or supervisor shall suspend the game until the situation is resolved and the game can proceed in an orderly manner.

(Updated 10/21/08)