All participants must read the Intramural Handbook and sign a Holds Harmless Agreement before participating. Both of these can be found on our website: www.wwu.edu/campusrec.

NO ID, NO PLAY, NO EXCEPTIONS!

I. GAME, FIELD, PLAYERS, AND EQUIPMENT
   A. The Court
      1. The court shall measure 30 feet wide and 60 feet long
      2. The walls, baskets, backboards, and supports are out of play. Ceilings are in play if the ball stays on the side of the team that played the ball, provided it was not that team’s third hit
   B. Equipment
      1. A regulation ball shall be used as provided by the Campus Recreation Office or another ball may be used if mutually agreed upon by both teams, and the referee. The referee shall approve the game ball(s).
      2. Knee pads are highly recommended.
      3. Equipment representing possible hazards to participants will not be permitted. No hats, jewelry, exposed metal or hard unyielding plastic on braces, casts, etc. will be allowed. THIS INCLUDES ALL EARRINGS.
      4. Players must wear athletic type shoes that cover the foot completely. Sandals, boots, and open toe shoes are NOT allowed. The officials and supervisors on duty have the authority to disallow any shoe, which they feel would endanger the person wearing the shoe or his/her opponents. No protest regarding shoes will be accepted by the Intramural Staff.
   C. Players/Game
      1. A full team shall consist of four (4) players and substitutes. A team must start and finish the game with at least three (3) players.
      2. If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the game is declared a forfeit.
      3. A match will consist of best 2 out of 3 games.
      4. Rally scoring method will be used in every game, with a point scored on every service.
      5. The first two games are won by the team who first scores 25 points. All games must be won by at least 2 points. If a third game is needed, the first team to 15 points is the winner.
      6. If the match is not complete when the forty minute time limit expires, the following will govern play: A) If in the second game, the team that is ahead is declared the winner. If this ties the match at one game each, the third game will start immediately to seven points. B) If in the third game and one team is ahead, whoever has scored seven or more points will be declared the winner. If neither team has seven or more points the game will continue to seven points only.
      7. Before the match, the referee will conduct a coin toss. The team winning the toss may elect to serve, receive, or take choice of court for the first game. The team who did not have the serve in the first game will have first serve in the second. Teams will change sides after the first game. If a third game is necessary a coin toss will decide which team has the option to serve.
      8. After each game of the match, the teams will switch sides of the court.
      9. Varsity/Club Sport Players: Only one (1) ex-Varsity and one (1) Sport Club member (current or former) can be on a team’s roster. Varsity players must sit one full calendar year from the last time they were listed on the team’s roster before they are eligible to participate in Intramural Sports.
      10. Any player visibly bleeding must leave the field and may return with the referee’s permission after the wound is cleaned and bandaged; clothing must be changed if blood is visible/present before player may reenter the match.
   D. The Game Procedures
      1. Time outs and Substitutions
(a) Each team is allotted one timeout per game. Timeouts do not carry over from game to game. The length of a time out will not exceed 30 seconds.
(b) There will be a one minute intermission between games.
(c) Substitutions may only be made in the server position and the substitute must play a full rotation which includes a serve.

2. Out of bounds/The Playing Area
   (a) A ball is out of bounds and becomes dead when it touches the wall, the floor, the net antennas, the net outside of the antennas, a non-player/referee, the ceiling above the opponents playing area, or enters a non-playable area (adjacent courts)
   (b) The referee will stop play for ball out of bounds and will award a point and side out to the opposing team.

3. Playing the Ball
   (a) A contact is any touch of the ball by a player (excluding a player's loose hair)
   (b) A hit is a contact which is counted as one of the team's three allowable plays before the ball is returned to the opponents' side of the court. A block does not count as a team hit.
   (c) A ball is considered to have crossed the net when it has passed beyond the vertical plane of the net, it is partially over the net and is contacted by an opponent or no part of the ball has crossed the net and it is legally blocked.
   (d) **Legal contact is a touch of the ball by a player's body that does not allow the ball to visibly come to rest or involve prolonged contact with a player's body.**
   (e) A joust occurs when two opponents cause the ball to come to rest above the net through simultaneous contact. A joust is not a foul and play continues.
   (f) **Multiple contacts** are more than one contact by a player during one attempt to play the ball. Multiple contacts are permitted and counted as one hit only when the first ball over the net rebounds from one part of a player's body to other parts in one attempt to block or on any first team hit, whether or not the ball is touched by the block, provided there is no finger action.
   (g) **Simultaneous contact** is more than one contact of the ball made at the same instant. When a player contacts the ball with one or more parts of the body at the same instant, it is considered one hit. When teammates contact the ball at the same instant it is considered one hit and any player may make the next hit. When opposing players contact the ball at the same instant, the player on the opposite side of the net from which the ball falls shall be considered the player who touched the ball last.
   (h) **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. A player shall not have successive contacts unless there is simultaneous contact or successive contacts by a player whose first contact is a block.

4. Blocking
   (a) A block is a play approximately arm's length from the net, in which a player whose hand(s) is raised above the head, contacts the ball near the top of the net in an attempt to prevent the ball from crossing the net or return the ball immediately. A block may involve wrist action provided there is no prolonged contact
   (b) Blocking the ball that 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 opposing team has had three hits, the attacking team has had the opportunity to spike the ball or directs the ball with the intention of returning it to the opponent, or the ball is falling near the net and in the official's judgment, no member of the attacking team could play the ball.
   (c) Blocking a serve is not permitted.
   (d) A ball may be attacked, excluding a served ball, when it has partially crossed the net.
   (e) Only players who are in the front row at the time of the service can block a ball.
   (f) Any player participating in a block shall have the right to make the next contact. The subsequent contact following a block counts as the first of three hits allowed per team.

5. Front Row Players
   (a) Front row players may contact the ball from anywhere on the court provided the ball has not completely crossed the vertical plane of the net or the net extended.
6. Back Row Players
   (a) The server is considered a back row player and therefore is not eligible to make attacks in front of the 10-foot line. All other players can make front row attacks.
   (b) Back row players, while positioned behind the attack line, may contact the ball from any position on the court above or below the top of the net.
   (c) When a back row player, on or in front of the attack line, contacts the ball which is completely above the height of the net on a team's first or second hit and an opponent legally contacts the ball before it completely crosses the vertical plane of the net, play continues even if the ball is hit back into the back row player. If the ball completely crosses the vertical plane of the net untouched it is a back row player fault.
   (d) A back row player may not participate in a block/attempt to block, or attack a ball which is completely above the height of the net after having jumped from on or in front of the attack line. A back row player foul is not called until the ball has crossed the net.

7. Net Play/Faults
   (a) A ball contacting and crossing the net, other than when served, will remain in play provided contact is entirely within net antennas
   (b) A player can recover a ball hit into the net
   (c) A player may not contact a ball that is completely on the opponent's side of the net unless that contact is a legal block.
   (d) A player may touch the floor across the centerline with one or both feet/hands provided a part of the foot/feet or hand remains on or above the centerline. Contacting the floor across the centerline with any other part of the body is considered illegal.
   (e) A net fault occurs when the ball is in play and a player contacts any part of the net, including net cables and antennas. It is not a foul when a player's hair touches the net or the force of the ball pushes the net into a player. It is also a net foul when a player contacts an opponent and interferes with their effort to play the ball.

8. Playing Faults
   (a) A foul is a failure to play as permitted by the rules.
   (b) A double foul occurs when opposing players commit rule violations at the same time.
   (c) A double hit occurs when a player's successive or multiple contacts are illegal.
   (d) A foot fault occurs when a player violates the serving area or centerline restrictions.
   (e) PENALTIES FOR FOULS: For a single foul (double hit, foot fault, etc.) point and side out is awarded to the opponent. For a double foul during a live ball play, a replay is called. For a double foul during a dead ball, the penalty is assessed to both teams, with both teams rotating

9. Service
   (a) The server shall have 5 seconds after the official’s whistle to contact the ball for service
   (b) The server may serve from anywhere along the back of the out-of-bounds line.
   (c) “Let serves” are legal: the service is considered good if the ball passes over the net between the antennae or their indefinite extensions with or without touching the net.
   (d) The team serving first in the preceding game of the match shall receive the serve first in the next game of the match, except in the third game of the match.
   (e) The team that receives the ball for the first service of each game shall rotate one position clockwise before serving.
   (f) The player(s) of the serving team must not, through screening, prevent the receiving player from watching the server or the trajectory of the ball. Screening is illegal and a fault.
   (g) At the time the ball is contacted for the serve, the placement of players on the court must conform to the service order (the server is exempt from this requirement).

10. Replay
    (a) A replay is the act of putting the ball in play without awarding a point or side out or rotating for the serve. And occurs when:
        a. An inadvertent whistle
        b. There is a double foul during a live ball.
        c. There are conflicting calls which the referee cannot resolve.
d. A player's legitimate effort to play the ball is affected by a nonplayer in a playable area or by the ball becoming motionless in the net inside the net antennas or on an overhead obstruction over a playable area.

e. Play is interrupted because a foreign object enters the proximity of the playing area

11. CoRec Modifications
   (a) The server shall have 5 seconds after the official’s whistle to contact the ball for service
   (b) A full team consists of four players, two men and two women. A team may start and finish
       with at least three players, two men and one woman or two women and one man. There can
       only be a one person difference between the number of men and women on the court at a time
       when there is an odd number.
   (c) Serving order and positions on the floor MUST be alternating (male-female)
   (d) There are no restrictions for female/male contact with the ball.
   (e) In CoRec substitutions must be made for the same gender

12. Sportsmanship Rating
   (a) Teams receiving two (2) unacceptable sportsmanship ratings during the season will
       automatically be dropped from any further competition.
   (b) Any team that receives an unacceptable rating is suspended from any further games until they
       have met with the intramural coordinator
   (c) Any ejected player must meet with the Intramural Coordinator before that person can
       participate in any future intramural event/sport.
   (d) If an ejected participant or suspended team plays in any future intramural event/sport before
       meeting with Intramural Coordinator that game will result in an automatic forfeit.
   (e) It is the individual or captains responsibility to make contact with the intramural coordinator
       within 14 days of ejection or unacceptable sportsmanship rating, to have continued
       participation in intramural events/sports. Intramural Office: 360-650-7261,
       intramurals@wwu.edu

13. Playoffs
   (a) To compete in playoffs, an individual must be on the roster (via IMleagues) the day before
       playoffs is scheduled to start.
   (b) Participants must be at championship game to receive the intramural championship tee.
   (c) Playoff brackets will be posted on our website (www.imleagues.com/wwu) following the end
       of regular season play.
   (d) During playoffs, a team that receives an unacceptable sportsmanship rating will be suspended
       and removed from the tournament/playoffs.

*Rules not outlined in this sheet will follow the National Federation of State High School Association Rules
**For other policies regarding sportsmanship ratings, forfeits, protests, eligibility, inclement weather, defaults etc,
please review the intramural handbook which can be found online at (www.wwu.edu/campusrec)