

**Mercer Intramurals  
Volleyball Officials Manual  
2009**



<http://www2.mercer.edu/Recreation/officials.htm>

## I. The Game

### Match

1. A match will consist of best two (2) of three (3) games and standings will be based on matches won.
2. There is a 35-minute clock that will be stopped **only** for injuries and timeouts.
3. In the regular season, games 1 & 2 will be played first to twenty-five (25) points by rally scoring. Game 3 will be played first to fifteen (15) by rally scoring. Teams must win a game by two (2) points or be the first to reach 30 (Games 1 & 2) or 20 (Game 3).
4. If the time limit expires during a game the game will be ended and the score will be taken as the final score from that particular game.
  - a. If a team has won the first game and is leading in the second game when time expires, that team will be considered the winner and the match over.
  - b. If a team has won the first game and is trailing in the second game when time expires, the match will be considered tied and a third game will be played.
  - c. If a game is tied when time expires, the next point scored will determine the winner of that particular game. A third game may be necessary depending on the outcome of that point.
  - d. Time limits will be disregarded when a third game is needed or is in progress.
5. Teams will start servicing alternate games (determined by coin toss).
6. Teams will change sides after first game.

### Players

1. Six (6) players constitute a team. A team must have a minimum of four (4) players by the scheduled game time. During the game, a team may drop below four players due to injury or illness only without penalty. If a team drops below four players due to ejection or disqualification, the game will be immediately forfeited.
2. In Corec, the difference between males/females can be no greater than 1 (3m:2f, 3f:2m). In order to start a game a Corec team must have **at least two (2) men and two (2) women.**

## II. Out-of-Bounds

### Out-of-Bounds

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 or does not pass over the net entirely between the net antennas.
  - d. Touches the net cables or net completely outside the antenna, net supports or referee's platform.
  - e. Touches a non-player who is not interfering with a player's legitimate effort to play the ball.

- f. A ball striking the ceiling or an overhead obstruction above a playable area shall remain in play provided the ball stays on the same side of the court and is legally played next by the same team. A ball hitting any basketball backboards or supports in the down position is considered out.

#### Restricted Play

1. The official shall stop play when:
  - a. A floor obstacle or non-player interferes with player's legitimate effort to play the ball.
  - b. It is necessary to prevent player injury from contact with obstacles.
  - c. A player gains an advantage by contacting any floor obstacle (using a chair, bench, wall, or another player or non-player).
  - d. A ball is played from an adjacent court that is being used for an Intramural Volleyball contest.

*In a. and b., a replay should be declared. In c. and d., a point should be awarded to the opposing team of the infraction.*

### III. Officials' Responsibilities

#### Up Referee Responsibilities

1. The up referee is the head official who shall:
  - a. Make decisions on matters not specifically covered by the rules.
  - b. Make the final decision when there is disagreement between officials.
  - c. In the spirit of good sportsmanship, promptly handle any unexpected situation
  - d. Blow the whistle for each serve and dead ball
  - e. Recognize requests for time-out or substitution.
  - f. Give a visible signal for each point, serve, violation, penalty, replay/re-serve, end of game, change of courts, and give verbal clarification when necessary.
  - g. Determine illegal hits.
  - h. Determine the alignment of players on the serving team at the moment of the serve.
  - i. Determine net fouls.
  - j. Determine violations at the serving area.
  - k. Determine back-row player fouls.
  - l. Determine the number of hits by a player and team
  - m. Determine ball in play and dead ball.
  - n. Determine points awarded.
  - o. Administer warnings for misconduct by players, coaches, or team personnel, and inform them of such actions.
  - p. Notify the coach, captain, and Intramural Supervisor or reason for any disqualification.

#### Down Referee Responsibilities

1. The down referee shall be in a standing position on the floor opposite the up referee, outside the sideline boundary and back from the standing pole.

- a. At the moment of the serve, the down referee shall be standing near the net on the side of the receiving team to view illegal attacking of the serve. After the serve, the down referee shall concentrate on play by both the offense and defense near the net.
2. During the game, the down referee shall assist the up referee by ruling upon situations that are clearly out of the up referee's view.
3. The down referee's specific responsibility shall be to:
  - a. Repeat the up referee's signal for each point, violation, or replay/re-serve.
  - b. Assist the up referee by making sure a whistle is blown for each dead ball.
  - c. Determine the alignment of players on the receiving team at the moment of the serve.
  - d. Determine net fouls on both side of the net.
  - e. Determine hand/foot faults at the centerline.
  - f. Determine back-row player fouls.
  - g. Determine then notify up referee of unsportsmanlike conduct violations by players, coaches or other team personnel.

#### IV. Player Positions, Substitutions, and Time-Outs

##### Player Positions

1. At the time of the serve, each player shall be in the proper serving order and within the court boundaries (except the server)
2. After the serve, each player may cover any section of their own court and may leave court area to play the ball; however, back line players may not spike or block the ball over the net from in front of the 10' line. Players may jump from completely behind the 10' line to block, attack, or spike a ball.
3. Players must rotate one spot clockwise after regaining serve.

##### Substitutions

1. Substitutions may be made on an individual basis, where a player leaves and re-enters one spot only in the serving order. Teams must first notify and receive permission from the down referee before a substitution can be made. There is no limit to the number of substitutions a team can make. Players can go in an out ONLY for the same person
  - Player 23 subs in for player 44. Player 44 can come in only for player 23.
  - Substitution rotations reset in each game

##### Time-Outs

1. A team is allowed two 30-second timeouts per match.

#### V. The Serve

##### Definition

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 the server releases it. The ball shall be contacted within five seconds after the referee's signal to serve.
2. The server shall serve from within the serving area 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.
3. A re-serve shall be called 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.
4. A serve is illegal and the ball remains dead if the server:
  - a. Hits the ball illegally.
  - b. Is touching the end line or the floor outside the serving area when the ball is contacted.
  - c. Does not contact the ball to serve within five seconds.
  - d. Is out of serving order or is from the wrong team.
  - e. Deliberately serves before the referee's signal to begin the serve.
  - f. Releases the ball for service, then catches it or drops it to the floor more than once during that term of service, which extends for as long as the same individual is serving.
5. 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:
    - I. Passes under the net.
    - II. Touches one of the server's teammates.
    - III. Touches the floor on the server's side of the net.
  - b. Crosses the net not entirely between the net antennas, or lands out of bounds.
  - c. Touches the ceiling or any obstruction.

*A point and serve shall be awarded to the team not committing the infraction.*

## VI. During Play

### Contacting the Ball

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

***Situation:*** *A team spikes the ball, causing it to go out of bounds. To avoid contacting the ball, a player from the other team ducks out of its path. In doing so, her ponytail/braid brushes the ball prior to it landing out of bounds. Ruling: No touch. Loose hair is not considered a touch on the ball. Braids are considered loose hair.*

Legal contact is a touch of the ball by a player anywhere on his/her body which does not allow the ball to visibly come to rest or involve prolonged contact with a player's body.
2. A team shall not have more than three hits before the ball crosses the net into the opponent's playing area. 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.
 

***Situation:*** *A player on team R jumps to block a spike by an opposing player. The jump is too early, so the player is on the way down then he/she contacts and deflects the ball which is: (a) still partially above the top of the net; (b) completely below the top of the*

net. Ruling: (a) Team R has three hits remaining; (b) Team R has two hits remaining.  
Comment: The play in (b) is not a block because contact is not near the top of the net.

**Situation:** Two teammates go up for a block. The ball hits the wrist of both players. Ruling: The play is legal. It is considered one block and the team shall be permitted three more hits.

**Situation:** Team R's third hit barely breaks the plane of the net where opposing players simultaneously contact the ball. Ruling: Four-hits violation. Because Team R used all three hits, Team S must be allowed to touch the ball before Team R.

3. Simultaneous contact is more than one contact of the ball made at the same instant.
  - a. When one player contacts the ball with two or more parts of the body at the same instant, it is permitted and considered one hit (except for a block which does not count as a hit).
  - b. When teammates contact the ball at the same instant, it is permitted and considered one hit (except a block which does not count as a hit).
  - c. 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 to have touched the ball last. The other player may participate in the next play and the simultaneous contact shall not count as a hit.
4. 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 contacts by a player whose first contact is a block; then the second contact shall count as the first hit by the player's team.
5. 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, provided there is no finger action.

**Situation:** On a hard-driven serve, a player from team R dives for a dig, which causes the ball to pop up about three feet and land on the player's back. Ruling: Illegal. Double Hit. The second contact was not part of one attempt to play the ball.

**Situation:** In attempting to block an attack, Team R's player deflects the ball into R's side of the net. Another player of R reaches out to save the ball, which then bounces off his fist, then shoulder. Ruling: Legal. Play continues. The multiple contact by Team R's blocker was on the first team hit, and no finger action was used.

#### Player Actions

1. A block is defined as a play approximately arm's length from the net in which a player(s), whose hand(s) is raised above the head, contacts the ball near the top of the net in an attempt to:
  - a. Prevent the ball from crossing the net.
  - b. Return the ball immediately.
  - c. Deflect the motion of the ball.A block may involve wrist action provided there is no prolonged contact.

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.
3. Back-row players, 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.
4. A back-row player shall not:
  - a. Participate in a block or an attempt to block.
  - b. Attack a ball which is completely above the height of the net while positioned:
    - I. On or in front of the attack line or its out-of-bounds extension.
    - II. In the air, having left the floor on or in front of the attack line or its out-of-bounds extension.
5. A player may not touch the floor across the center line with one or both feet/hands. Contacting the floor across the center line with any other part of the body is illegal as well.

#### Net Play

1. A ball contacting and crossing the net shall remain in play provided contact is entirely within the net antennas.
2. Recovering a ball hit into the net shall be permitted.
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.

#### Replay

1. A replay is the act of putting the ball in play without awarding a point and without a rotation for the serve. A replay shall be declared when:
  - a. A referee's mistaken whistle interrupts play.
  - b. A double whistle occurs on the serve.
  - c. A player unintentionally serves the ball prior to the up referee's signal to serve.
  - d. There are conflicting calls which the up referee cannot resolve (the up referee is the ultimate judge of calls).
  - e. A player's legitimate effort to legally play the ball, in the judgment of the referee, is affected by a:
    - I. Non-player anywhere in a playable area.
    - II. Ball becoming motionless in the net inside the net antennas or on/in an overhead obstruction over a playable area (exception: third hit).
  - f. Play is interrupted because a foreign object enters the proximity of the playing area or the official determines that a player has been injured.

#### Unnecessary Delay

Unnecessary delay is defined as attempts by players or a team to prevent play from beginning or continuing. Unnecessary delays are penalized by charging the offending team with a time out. If the offending team has used all its time-outs, a point shall be awarded to the opponent.

## VII. Conduct

## 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.

## Conduct: Players, Coaches, and/or Team Attendants

1. No player, coach, and/or team attendant shall act in an unsportsmanlike manner while on or near the court before, during, or between games.
2. 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 a referee
  - d. Disrespectfully addressing a referee.
  - e. Questioning an referee's judgment in an improper manner.
  - f. Disrespectfully addressing, baiting, or taunting an opponent.
  - g. Attempting the re-entry of a disqualified player.
3. Unsportsmanlike conduct by a player includes:
  - a. Use of disconcerting acts or words when an opponent is about to play the ball.
  - b. Disrespectfully addressing a referee.
  - c. Questioning or trying to influence referees' decisions.
  - d. Showing disgust with referees' decisions.
  - e. Using profane or insulting language or gestures or baiting/taunting an opponent.
  - 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.

## Procedure for Unsportsmanlike Conduct Violations

1. The up 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, the up referee and Intramural Supervisor shall administer penalties for unsportsmanlike conduct as follows:
  - I. During the first dead ball opportunity, verbally warn the offender (i.e. "that's enough, this is your warning") and visually warn the offender by extending a "stop sign" to the offender.
  - II. After warning an offender, and during a dead ball, you may award a penalty point to the opposing team which would give them serve if not currently serving. Not every unsportsmanlike conduct violation merits a warning before a penalty. If, in the referee's or supervisor's judgment, a warning is not representative of the violation, the warning may be bypassed and the penalty point immediately assessed.
  - III. A player, coach, or team representative or attendant should be given one final opportunity to correct their actions. Again verbally warn the offender ("This is your final warning.") and visually warn the offender. Inform the Supervisor that the offender has received his/her last warning and will be ejected if another violation against him/her occurs.

- IV. If violations do not cease, or if a single flagrant offense such as fighting, vulgar language or obscene gestures towards a referee, etc. occurs, the offender should be ejected from the contest. The ejecting referee should notify the offender and the Intramural Supervisor that the person has been ejected. A penalty point (and serve if not already possessed by the opposing team) shall be awarded to the opponent. The player must leave the game and facilities and will not be permitted to return. The team does not have to play down a player if substitutes are available. If a team drops below four players due to ejection, the Intramural Supervisor will immediately forfeit the game.
2. 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.

*\*Note: Remember that players will spontaneously react to circumstances throughout the game, including judgment calls by the referees. We encourage referees to have dialect with team captains in the hopes of diffusing possible situations. While answering the questions of non-captains is not required, it would be advisable as long as the player is addressing the referee in a proper manner and the player is addressing a rules interpretation. DO NOT EXPLAIN JUDGMENT CALLS TO PARTICIPANTS. Judgment calls stem from your own judgment. A simple response to a judgment question would be: "That was my judgment." Try to be approachable and friendly to participants unless their actions dictate a different course of action. As referees, we are here for the participants, not ourselves.*

#### VIII. Co-Rec Notes

1. Six (6) players constitute a coed team with four (4) players required to prevent a forfeit. If there is more than one hit on a side before the ball is returned (this does not include the block at the net), at least one female must be involved in the three allowable hits.
2. Teams are not required to be in a male/female order when in rotation on the court.
3. Teams are not required to hit in male/female order under any circumstances (i.e. male bump, female set, male spike).