



I. Policy and Procedures

- A. For all Policy and Procedures, please refer to Columbia University's Intramural Handbook which can be found on perec.columbia.edu under Intramurals, Rules & Policies, as well as under Handbooks/Manuals on the Columbia University's imleagues.com website. All Intramural participants are responsible for knowing all of the Intramural Policy and Procedures.
- B. Leagues offered:
 - a. **Open-Recreational:** a mixed gender league that is open for anyone to register and participate. This league is encouraged for teams not looking for gender-specific requirements. ***No Co-Rec rules will apply***
- C. All players must present a valid Columbia University identification (CUID) or Dodge Fitness Center identification (DFCID) to Intramural Staff in order to play.
- D. All games are played at the Dodge Physical Fitness Center. Teams must arrive ready to play no more than **5 minutes** after the scheduled game time or else a forfeit will be declared.

II. Team Size

- A. Six (6) players constitute a full team.
- B. You may start and finish the game with four (4) players. If the number drops below 4 players during the match, the team will be forced to accept a loss.

III. Equipment

- A. Net placement shall be that the height of the net, measured at the sideline, be **8 feet**.
- B. Players must wear close-toed, athletic type shoes at all times.
- C. Players must wear athletic clothing such as shorts or sweatpants. Jeans or dress pants are not permitted.
- D. No hats, jewelry, or watches may be worn during a game. Exceptions may be made for mandatory religious paraphernalia, at the discretion of the Columbia Intramurals Department.
- E. Any equipment that, in the Official's judgement, would be injurious to the participants, would aid the individual who is wearing it, or is not within the spirit of the rules is illegal.

IV. Scoring, Time Factors and Substitutions

- A. Games will be played to 25 points with rally scoring. The third game is played to 15 points.
- B. All games must be won by at least 2 points.
- C. The match will be the best of three (3) games or a maximum of 45 minutes, whichever comes first. The team winning at the end of 45 minutes will be declared the winner. If a match is in its second game when time runs out, the following scenarios will be used to determine the winner of the match:
 - a. If the team that is leading is the team that won the first game, that team will be the winner of the match.
 - b. If the team that is leading is not the one that won the first game, the match will be declared a tie.
- D. The team that is leading at the 45-minute mark in the third game will be declared the winner.
- E. A team will be allowed unlimited substitutions.
- F. A team is allowed one thirty (30) second timeout per match.
- G. Playoffs: If the 45 minutes has expired before the start of the third set and the first two sets were split, the team with the most combined points from the first two sets will be declared the winner.

V. Game Play

- A. The coin toss winner may elect to serve or choose a side. The other team has the opposite choice.
- B. Players must rotate clockwise to the net prior to a new service rotation.
- C. A ball that contacts the net is still in play.
- D. If the ball drives the net into a player on the opposing team, it is not a fault.
- E. If two opponents contact the net simultaneously, it is a double fault and a replay will be called.
- F. Clothes are considered part of the player and also may not touch the net.
- G. A player may not cross the vertical plane of the net with any part of the body while the ball is in play with the purpose of distracting or interfering with the opponent.
- H. A player stepping over the center line and interfering with the opposing team will result in a fault. If a player's entire foot crosses the center-line it is a violation.
- I. If the ball lands on the end line or sideline it is considered inbounds.
- J. A ball is dead if:
 - a. It's completely across the plane of the net, having passed entirely outside the vertical tape marker.
 - b. Passes completely under the net.
 - c. Lands out-of-bounds.
 - d. Becomes motionless on an overhead obstruction.
 - e. Contacts the ceiling or over obstruction and is not legally played by the offending team.
 - f. Touches the floor.
 - g. It is whistled dead by the official for any reason.
 - h. It hits the ceiling and lands on the opposing side.

- K. If the ball makes contact with the ceiling and returns to the side from where it was hit, the ball is still live and the ceiling contact does not count as a hit. If the ball makes contact with the ceiling and goes over the net to the other side of the court, the ball is dead and a point is awarded to the team that did not hit the ball into the ceiling.

Service Rules

- A. Service can be from any position behind the service line, while remaining within the two hash marks.
- B. The server must wait for the Referee's whistle to serve the ball. If the ball is served before the whistle, a replay will be called. If the server repeats this violation on the same service attempt, there will be a side-out and the other team will gain possession of the ball.
- C. The following service faults result in a point for the opposing team and a side-out:
 - a. Ball hits the net and does not go over.
 - b. Ball goes under the net.
 - c. Ball touches a player on the serving team or any object, before going over the net.
 - d. Ball lands out of bounds on the opponent's side of the court.
 - e. Server steps on or over the service line prior to contacting the ball.
- D. A serve is legal if the ball hits the net and lands inbounds on the opposing side of the court.
- E. Each player must remain in their area until the ball is served.

Contacting the Ball During Play and Blocking

- A. A team is allowed a maximum of 3 contacts before sending the ball over the net.
- B. A block at the net does not count as one of the three contacts.
- C. Blockers may reach over the net, but cannot contact the ball on the opponent's side of the court until after an opposing player sends the ball over/towards the net, or if the ball is clearly breaking the plane of the net.
- D. The ball must be hit cleanly and not held, scooped, lifted, thrown, pushed, or carried.
- E. A player shall not contact the ball more than once in succession unless there is:
 - a. Simultaneous contact by teammates (considered one play)
 - b. Successive plays by blockers
- F. If two players from the same team contact the ball simultaneously, it counts as one hit and either player may hit the ball again.
- G. Contacting the ball with a foot is legal, however, the player's foot must not leave the ground during the effort (i.e. A player cannot actively kick the ball). Violating this rule will result in an automatic side out or point.

Penalties/Violations

- H. A **foot fault** occurs when:
 - a. The server is not properly positioned within the serving area.
 - b. The center line or its out-of-bounds extension is illegally crossed.
- I. A **double hit** occurs when a player illegally contacts the ball twice in succession before the ball is returned over the net to its opponent's playing area.

- J. **Four hits** occur when a team illegally contacts the ball more than three times before the ball is returned over the net to its opponent's playing area.
- K. A **net foul** occurs when:
 - a. The net or net supporters are illegally touched.
 - b. A player contacts the referee stand.
 - c. A player illegally reaches over the net.
 - d. There is interference by a player.
 - i. It is interference if a player: (a) makes contact with an opponent, which interferes with an opponent's legitimate effort to play the ball; or (b) makes intentional contact with a ball which the opponent has caused to pass partially under the net and is attempting to play again.
- L. **Illegal Back Row Attack** - A backline player shall not participate in the action of the block or return a ball any part of which is higher than the net whenever that player is in a position:
 - a. On or in front of the spiking line or its out-of-bounds extension.
 - b. In the air having left the floor on or in front of the spiking line or its extension.

Only the captain or designated captain can approach officials or activity supervisors during or after the game.

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