

VOLLEYBALL INTRAMURALS

SPRING 2008

TEAM SIGN-UP FORM

TEAM NAME: _____ # OF PLAYERS: _____

PLAYER NAMES	SOCIAL SECURITY #	PHONE #	INSURANCE (List Policy # & Company Name)
(captain)			

SCOREKEEPER/UMPIRE NAMES	SOCIAL SECURITY #	PHONE #

***ALL GAMES WILL BE SCHEDULED FOR EITHER A TUESDAY OR THURSDAY BETWEEN 3 P.M.—4 P.M. OR ON FRIDAY BETWEEN 2 P.M. –5 P.M.**

DAY	AVAILABLE TIMES FOR PLAYING
TUESDAY	
THURSDAY	
FRIDAY	

**ONCE THE GAME SCHEDULE IS INITIALLY PRINTED, TEAM CAPTAINS WILL HAVE 24 HOURS TO NOTIFY JESSICA OR RICHARD OF ANY DATES THAT HIS/HER TEAM WILL BE UNABLE TO PLAY. ONCE THESE CONFLICTS HAVE BEEN RESOLVED, AN OFFICIAL GAME SCHEDULE WILL BE PRINTED AND NO GAME DATES WILL BE CHANGED.*

As team captain I do certify that the following names are students, faculty or staff at Wilkes Community College and are eligible to participate in the intramural program as stated in the guidelines for intramural participation. I have informed all participants of my team of the possibility of injury associated with athletic activities and have explained that Wilkes Community College will not accept responsibility for injuries sustained during competition. As team captain I do certify that all players have been informed of the rules and regulations of intramural participation and that any violations of these rules can result in game suspension, season suspensions, intramural expulsions and possible conflict with the student code of conduct at Wilkes Community College.

Signature of Team Captain

ALL TEAM ROSTERS MUST BE SUBMITTED TO JESSICA MITCHELL IN STUDENT SERVICES BY FRIDAY, FEBRUARY 1, 2008.

VOLLEYBALL INTRAMURALS
SPRING 2008
(GENERAL PLAYER INFORMATION)

1. Each team will play each other once during the regular season. After the conclusion of the regular season a single or double elimination tournament will be scheduled.
2. All players must be students enrolled at WCC, faculty or staff. An individual is classified as a student if he or she is enrolled in at least one "curriculum course." Anyone enrolled in the Adult High School/GED program may participate in intramurals if he or she is actively pursuing a diploma/GED.
3. All players are expected to exhibit good sportsmanship. Any taunting or harassing of refs will result in the guilty person being removed from the remainder of the current game. If a player has to be asked to leave from 3 games (regular season & tournament), he or she will be ineligible to play for the remainder of the volleyball intramural season. The referee's decision will be final. Continued complaining and arguing will not be tolerated.
4. Each team must have four players present at the start of each game or forfeit that game. Substitutions of non team players will not be allowed. Each team will be supplied a roster of all teams and their players. A maximum of 3 varsity volleyball team members may participate on the same intramural team.
5. If a team forfeits 2 games, they will be disqualified for the rest of the season and the tournament.
6. Each team must have a referee/umpire and scorekeeper for each game. If they cannot provide these people, they will have to forfeit the game. Refs/ump must be a student, faculty or staff member at WCC. No one can serve as a ref/ump for a game in which his or her team is playing. There will be 2 refs/umps for each game (1 from each team). They will determine who will serve as referee and who will serve as umpire for that game.
7. Scorekeepers will keep a copy of all scores and submit a copy to the Student Activities Office on the day of the game. Scores turned in late or not submitted will not be counted toward team standings/rank.
8. If a team is discovered to have ineligible players, all games that they have already played will be considered forfeits. The team will be allowed to continue playing if they still have enough players to constitute a team.
9. Teams must arrive at the gym 5 minutes before game time. Game times will be scheduled and available to teams when all rosters have been submitted.
10. All team rosters must be submitted by **Friday, February 1, 2008**. A team may add additional members to its "official roster" anytime prior to playing their second game. Once they have begun their second game, no new players may be added for the duration of the season. There will be no exceptions.
11. The captains of each team are responsible for keeping their players informed about game dates and times. Captains are also required to attend any intramural meetings that are scheduled by Scott Johnson. **On game days, the captains of the teams that are playing are responsible for sending two people from their teams to the gym 15 minutes prior to the game time so that they can assist with setting up the volleyball equipment**
12. If a player in a game receives a cut or injury resulting in blood, the Intramural Office will stop play until the player(s) and the blood has been removed. If the blood is present on the clothing he/she must change clothing before returning to the game. Substitutions for the player may be made without penalty. Only an intramural official can allow a player to return to a game after a blood injury.
13. All players must complete an "Agreement To Participate" form. If a player filled out this form for a previous intramural sport during this school year, he or she will not need to complete another form.
14. Any questions or concerns about the intramural program should be directed to Jessica Mitchell or Richard Fink..

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INTRAMURAL VOLLEYBALL RULES

1. A match is won by the team that first wins 2 games out of 3.
2. A game shall be won by the team that has scored the most points and is at least 2 points ahead when the team has scored 15 points.
3. There shall be two 30 second time-outs per match. The clock will begin on the succeeding live ball play. There will be a 2 minute intermission between each game.
4. Substitutions are unlimited. However, a player must re-enter the game in his/her original position in relation to other teammates. No change shall be made in the rotation. A substitute must enter for the same person throughout the game. Substitutes may only enter the game during dead ball periods or time outs.
5. After reporting to the scorer, a substitute has 5 seconds to enter the game. Each team is permitted only one substitution request during a dead ball. All players and substitutes must be listed on the scoresheet before the start of the game.
6. There shall be a maximum of six players per team on the court and a minimum of 4 players.
7. The first game of the match shall be determined by the toss of a coin. The winner takes the serve or choice of playing areas. Teams alternate the first serve for the remaining games.
8. All players, except the server, must be within the boundary lines and in correct position when the ball is served.
9. The server cannot step on or over the back line until the ball is contacted. After the officials whistle the ball must be served within five seconds.
10. The ball is out of bounds and side out is declared if it touches the ceilings, net, floor, wall or any other object outside the court boundaries.
11. Only three contacts per side. If two players contact the ball simultaneously, this counts as one hit and either may contact the ball for the second hit.
12. If two or more players from opposing teams contact the ball simultaneously above the net, any of the players involved are eligible to participate in the next play. After an attempted block, your team still has three hits.
13. A back line player may not participate in a block and, when returning the ball to the opponent's side while forward of the attack line, must contact the ball when at least part of the ball is below the top of the net. A back line player, spiking from the back court, may land on or in front of the attack line provided takeoff was from clearly behind it.
14. At the moment of service it is illegal for players of the serving team to place their arms for the purpose of forming a screen with which to mask the server's action, or to jump, or form a group of two or more players for such purpose.
15. A serve may not be blocked or attacked.

16. A player may not serve out of turn. An out of turn service may be called by the scorer or by the opponent's captain or coach. If this is then verified by the scorer or officials, the points made on this service shall be canceled and side out declared. If opponents serve before the out of turn service is called and verified, there shall be no loss of points. In either case, players of the team in error shall regain their proper positions.

17. A player shall not contact any part of the net or its supports while the ball is in play. A foul is not called when the ball is driven into the net so that it caused the net to contact an opposing player or players.

18. When only part of the ball crosses the net and is then contacted by an opponent, it is considered as having crossed the net. In returning the ball, a player may follow through over the net providing the first contact of the ball is on his/her own side of the net.

19. Blockers may reach across the net to block the ball which is entirely on the opponent's side of the net when the opposing team has had an opportunity to complete its attack or has directed the ball over the net.

20. A player may not contact the ball below their waist.

21. A replay will be called and the point replayed when players on opposing teams commit fouls simultaneously. Such fouls include but are not limited to opponents touching the net and a held ball above the net.