1. TEAM CAPTAINS:

Team captains are responsible for informing their teammates of all Intramural Sports governing rules and policies.

Only the team captain may address an official, on matters of rule interpretation or obtain essential information.

Team schedules and standings will be posted on the IM sports board and on the IM website http://imleagues.com

Team captains are responsible for their team’s behavior before, during and after their game.

Team captains are responsible for any equipment given to them, such as team jerseys and team balls. (Team captains, you will be charged for the missing items)

2. PLAYERS:

Players may play for only one team per League. The exception is playing on a men’s or women’s team along with a Co-Rec team, Res Hall team and/or Greek team. Switching from one team to another is illegal.

A team consists of 6 players. A minimum of 4 players is needed to start the game.

Co-Rec Teams-6 players, 3 men and 3 women. At no time may there be more men than women on the court. Teams must be 50% of each gender. Acceptable combinations: 3m+3w, 2m+3w, 2m+2w.

Free substitution may occur on an unlimited basis, provided the player being substituted for is leaving the court, and is in no way interfering with the play, before the replacement enters.

Only 2 club members allowed per team.

Maximum number of players per roster is 10.

3. ELIGIBILITY

All LMU students, faculty and staff are eligible to play intramural sports, except the current and 09-10 collegiate volleyball members.

Alumni and outside visitors are not eligible to participate.

ROSTERS must be filled out front and back in order for players to be eligible to play. Team may add players to roster until the last game of the season.

Players must play in at least 1 games during the regular season, in order to be eligible for the playoffs.
NO ID NO PLAY! All participants must present their one card to the Intramural Staff on duty, in order to be eligible to play. No Exceptions!!!!

All participants must be members of the Burns Recreation Center, only for indoor sports.

4. EQUIPMENT:

The Intramural Office will furnish game balls. However, both teams may agree to use another ball as long as it’s regulation.

All participants must wear the proper athletic attire to participate. This includes proper court shoes. Marking soled shoes are not allowed on the Basketball courts.

NO JEWELRY; No hats / caps / bandanas. Participants may not cover up jewelry with tape, band-aids or other such items.

No cast or splints (hard or soft) are permitted.

5. GAME TIME:

Before the game begins, players must check in at the scorer’s table.

Game time is forfeit time, unless a team has at least one team member present; then a 5-minute grace period is added before the game is called a forfeit. One forfeited game will result in the loss of the $40.00 deposit. Two forfeited games will result in the elimination of both league and playoff play.

There is a 50-minute time limit. Best two out of three games. First two games played to 21 points. A team must win by two with a cap at 25. The third game (if necessary) is played to 15 points, cap at 17. Whichever team is ahead at the 50-minute mark that team will win the game or the match.

Teams switch sides after the first game. If a third game is played, teams will switch when one team gets 7 points.

Each team is allowed one timeout per game. Each time out lasts 30 seconds. Teams may default by calling the intramural office 24 hours in advance of their game, in order to avoid losing the forfeit deposit.

7. METHOD OF SCORING:

The points are acquired via rally scoring.

8. SUBSTITUTES:

Unlimited substitutions are allowed, provided that the sub stays in the game until he/she has rotated back to his/her position on entry (i.e. sub coming in to serve must stay in the game until he/she rotates back to the serving position).

Any player who is disqualified shall not re-enter the game. The player ejected shall be asked to exit the court as quickly as possible. The disqualified player may not be substituted for (team must play with one less player).
9. THE SERVE:

Coin toss determines who serves first. The team receiving the serve will serve the second game. A coin toss will determine who serves in the third game.

The server may stand anywhere behind (not on) the rear boundary line and has 5 seconds after the referee signals to serve the ball.

Each member in team serves in turn. The server continues to serve until a side out is declared. Players rotate clockwise one position when a serve is awarded to their team.

Players must not be overlapping or outside of the court at the time of the serve. After the ball is served, players may switch positions.

Players on the serving team are not allowed to wave their hands, jump, form groups, or perform any other actions, which intentionally screen or obstruct their opponent’s view of the server in the judgment of the official.

Blocking or attacking the serve is illegal.

10. PLAYING THE BALL:

A legal hit is contact with the ball by a player’s body anywhere on or above the waist, which does not allow the ball to visibly come to rest even momentarily or roll off the body. Legal hits include blocks, passes, sets, and spikes.

There is a maximum of three hits by a team before the ball crosses the net.

The same player cannot touch the ball twice consecutively, unless the first hit was a block. Simultaneous contact by two players is considered one hit and either player may contact the ball next.

The ball is NOT dead when it contacts the basketball backboards or ceiling unless it crosses to the opponent’s side after hitting one of these objects.

Back row players must spike the ball behind the 10 ft line. **CO-REC:** Males can spike and do not have to be behind the 10ft line.

11. PLAY AT THE NET

A ball hitting the net is a live ball. It is dead only a serve and the ball contacts the net and falls on the side where the ball was being served from. It is live if the ball on a serve hits the net, but falls over onto the opposing teams’ side.

Player contact with the net is illegal. Crossing the centerline with any part of the body except the foot is illegal. As long as part of the foot remains on the centerline, the foot may touch the opponent’s court.

Contacting the ball when it is entirely on the opponent’s side of the net is illegal if the opponents have hits remaining. A player may reach over the net when blocking or following through on a hit, as long as the net is not contacted.

12. PENALTIES AND SANCTIONS:

Individual Sanctions
1. Warning- A verbal warning will be issued for minor offenses.
2. Penalty- A yellow card will be issued for rude behavior, a second minor offense, or other serious offenses. Penalty entails loss of serve or award of point.
3. Expulsion- A red card will be issued for extremely offensive conduct, and will result in expulsion from the game.

Team Sanctions
1. Failure to report by 5 minutes after the scheduled game time will result in forfeit of the whole game.
2. A team will be charged a time out for delays caused by:
   a. Illegal substitutions or delays in completing substitutions.
   b. A player wearing jewelry.
   c. Teams not returning to play when the official indicates readiness to play

13. CO-REC RULE MODIFICATIONS:

Six players constitute a team, 3 men and 3 women. A team can play with as few as four members, provided the number of men never exceeds the number of women, and there are at least 2 men. Men must substitute for men and women must substitute for women. Men can **not** substitute for women.

If the ball is hit more than once on a side, a woman must play the ball. Two males cannot hit the ball over the net unless a female has touched the ball.

Men may spike and do not have to be behind the 10 ft line. The rotation must be male-female-male-female, etc.

14. SPORTSMANSHIP:

The Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after the each game.

Any team receiving below a “3.0” in conduct for their entire season will not be eligible for playoffs.

Any team receiving below a “3.0” during playoffs will not advance to the next round of tournament play in the playoff bracket. The opponent will advance as long as sportsmanship ratings are met.

Any player that is ejected for any reason must come in to speak to the Assistant Director of Campus Recreation-Intramurals before their next game. That player is ineligible to play until doing so.

If there is a player ejection, the team cannot replace the player for the remainder of the game.

15. PROTEST

A team captain may only protest before or during the game, **not after**. In protesting an official’s call, the team may only protest a rule interpretation or eligibility and not a judgment call.