

Willamette University Intramural Program

4x4 GRASS VOLLEYBALL RULES

EQUIPMENT

1. Equipment will be provided from the IM office.
2. Closed-toed shoes are required to be worn during play.
3. No jewelry is allowed. NO EXCEPTIONS.

PLAYERS

1. Teams will be made up of at least four (4) players.
2. There are NO gender rules/modifications.

FORFEITS

1. A forfeit will occur when there are less than three players to start the game.
2. A forfeit will also occur when a team is not ready to play at the scheduled starting time.

TIMING

1. One time-out (other than injury) of 30-seconds each is allowed each team in a game.
2. Best 2 out of three games determine the winner. Games will be played in a rally format to 21 points. The first team to 21 points (be it by 1 point or more) will win the game.
3. There will be a time limit of 50 minutes per match. Whichever team is ahead, be it by one point or two points, at the 50 minute time limit will be declared the winner. If time expires in the third game, total points accumulated in the three games will determine the winner.

RULES

PLAYERS CALL OWN FOULS AND DEAD BALLS. THIS IS A SELF-OFFICIATED LEAGUE.

1. The server must be behind and shall not touch the rear boundary line. The server shall wait until the opposing team is ready to receive the serve. A legal serve is when the ball is hit over the net without touching any part of the net. The ball must be served into the opposing teams' court.
2. The serving order must alternate clockwise.
3. All players on the serving and receiving team, except the server, must be within the playing area and in their proper serving order at the time the ball is served.
4. All side outs result in change of possession. The new serving team should rotate one position and will receive a point.

5. The ball is considered dead if it comes in contact with the net standards, or lands out of bounds. The result will be a side out.
6. No player should come in contact with the net, or cross the imaginary center line directly under the net while the ball is considered in play. If the ball is driven into the net, causing it to contact a player on the other side, it is not a foul and may be played until all hits per side are used.
7. The ball can be played off any part of the body above the waist.
8. A player that participates in a block may participate in the next play also; the second hit shall count as the first of three hits allowed by the team and may not be spiked or intentionally placed over the net in an attempt to score.
9. The penalty for committing a foul is loss of service if that team is serving, or point for the opponents if the team is receiving. Fouls include: mishandling of a ball, hitting the ball more than three times in one possession, crossing the center line, coming in contact with the net, committing a foot foul while hitting the ball when service is made, contact with the ball in the opponents half before the completion of an opponents attack, when a blocker is over the net and break his wrist when contacting the ball.
10. A play shall be considered completed as soon as the ball is dead. No fouls shall ensue after a ball is dead.
11. Except on the serve, the ball may touch the net; and a ball may be played off the net.
12. A player may not go into another court to play a ball. The ball will be called dead and a side out or point will result.
13. Teams should change sides after every game. A match consists of the best 2-out-of-3 games.
14. The supervisor shall have the authority to warn or disqualify from the game any player, substitute, coach, or manager, who commits any of the following gross violations of sportsmanship: persistently questioning the opposing teams decisions, or makes personal and derogatory remarks about or to an opponent, fan or IM staff.
15. You will have fun, or else you forfeit the match.