

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.

PLAYERS

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

FORFEITS

1. A forfeit will occur when there are less than two 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. 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.

RULES

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

1. Rally scoring will be used meaning a point is scored on every serve.
2. 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 has been released from one hand, then hit over the net with the other hand. The ball must be served into the opposing teams' court.
3. The serving order must alternate clockwise.
4. Once a player substitutes into a game, he/she cannot substitute back out until he/she has had a chance to serve.
5. All side outs result in change of possession. The new serving team should rotate one position.
6. 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.
7. 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.
8. The ball can be played off any part of the body above the waist.
 9. 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.
 10. The penalty for committing a foul is loss of service if that team is serving and a point, or a point for the opponents if their 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, when a blocker is over the net and break his wrist when contacting the ball.
 11. A play shall be considered completed as soon as the ball is dead. No fouls shall ensue after a ball is dead.
 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. Winning team is determined by the first team to score 21 points winning by two. We will be using rally scoring.
 15. 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 an opponent, fan or IM staff.