

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 two (2) players.
2. Each team must have a minimum of two players of any gender.

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, 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 system will be used; side-outs result in a point.
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 without touching any part of the net, with the other hand. The ball must be served into the opposing teams' court.
3. The serving order must alternate clockwise.
4. 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.
5. Once a player substitutes into a game, he/she cannot substitute back out until he/she has had a chance to serve.
6. All side outs result in change of possession. The new serving team should rotate one position.

7. 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.
8. 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.
9. The ball can be played off any part of the body above the waist including the waist on any hard driven ball.
10. 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.
11. If two opposing players hold the ball simultaneously, it is a double fault and a play-over will be called. If the ball is contacted simultaneously by opponents and is not held, play shall continue. After simultaneous contact by opponents, the team on whose side the ball falls shall have the right to play the ball for three hits. If, after simultaneous contact the ball falls out of bounds, the team on the opposite side shall be deemed as having provided the impetus necessary to cause the ball to be out of bounds and a side out or point will be awarded.
12. The penalty for committing a foul is loss of service if that team is serving and point for the opponent receiving team. 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.
13. For the purpose of determining fouls, a play shall be considered as completed as soon as the ball is dead.
14. Except on the serve, the ball may touch the net; and a ball may be played off the net.
15. 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.
16. Teams should change sides after every game. A match consists of the best 2-out-of-3 games.
17. Winning team is determined by the first team to score 21 points winning by two.
18. The supervisor shall have the authority to warn or disqualify any player, substitute, coach, or manager from the game who commits any of the following gross violations of sportsmanship: persistently questioning the opposing teams decisions, making personal and derogatory remarks about or to an opponent, fan or IM staff.