Play is governed by the following rules:

**GENERAL INFORMATION**
1. All Intramural Sports participants are required to carry his/her UNLV issued RebelCard at all times and must bring the card to all games. Intramural Sports Staff will check all participant IDs before you play.
2. Game rosters will be based on the entry forms. There will be no substitutions for players (the players signed up must be the players that play).
3. Intramural Sports does not take responsibility for injuries that are related to Intramural Sports activities. It is suggested that all participants and spectators acquire health insurance before participating or observing.
4. Team captains/participants are responsible for their team members and fans. Obscene and/or abusive language will not be tolerated. Participants or spectators using obnoxious or foul language will be penalized and/or asked to leave the event.
5. Please refer to the Intramural Sports Policy Book for complete Intramural Sports requirements and policies.

**COURT BOUNDARIES AND EQUIPMENT**
1. All games will be played on the 3rd Floor of the SRWC and the red lines will be the boundaries.
2. All equipment will be provided by Intramurals.
3. No jewelry or watches are allowed during play.
4. Close toed shoes are required.

**DELAY TIME & FORFEITS:**
1. Teams must be signed in and ready to play at start time of each match. Teams must have at least 4 players to start each match. If team is not ready to play at start time, opponent will be awarded 1 point for every minute late. Example: If team 1 shows up on time and team 2 is 5 minutes late, team 1 will receive 5 points. After 15 minutes, late team 2 will lose game 15-0.

**TEAMS:**
1. Teams can be co-ed, male, or female and be a minimum of 4 people and a maximum of 12 people.
2. You may sub in and out at any dead ball time.

**RULES:**
1. We will use rally scoring. A point is scored on every serve regardless of the team that serves.
2. A ball cannot be played off the wall or curtain. Trapping a ball in the net is not allowed.
3. You must rotate after every server exchange. Rotation is clockwise.
4. Matches will have a time limit of 45 minutes.
5. Matches will consist of best 2 out of 3 games. Games will be played 1st to 15 points wins.
6. Serving:
   - You must serve behind the serve line.
   - The serve line is the 10 foot line.
   - 1 or 2 members of the team may hold the ball up and the server may hit it out of the holder(s) hands, but they have to be behind the serve line.
7. You may not block the server’s serve.
8. A maximum of 3 hits are allowed per side.
2 persons from the same team are allowed to hit the ball at the same time. This is only counted as 1 hit.