

3 on 3 VOLLEYBALL RULES

Play is governed by NCAA Volleyball rules with the following modifications:

1. PLAYERS & SUBSTITUTIONS

1. Games shall be played between two teams of 3 players each.
2. Team must start and continue with a minimum of 2 players.
3. Maximum of 6 players per team
 1. For Co - Rec. a team must have at least one player on the court of opposite gender at all times.
 2. Example: 1 female and 1 male must remain on the court to play. Plus 1 other player of either gender

2. EQUIPMENT

1. Player Equipment
 1. Players may not participate with equipment that the Intramural Staff deems to be dangerous to other participants. Hard cast, metal or plastic braces, hats, and jewelry of any type are examples of illegal equipment. ALL visible body piercing must be removed or covered using a player's own equipment or bandages.
 2. Players must wear athletic type shorts/pants. These shorts/pants must not have pockets, pouches, loops, belts, zips, zippers, clips, buckles, buttons, or snaps. Torn shorts/pants may not be worn during play, and shorts may not be worn inside out. Denim material will not be allowed.
 3. Jerseys/Shirts:
 1. In order to play teams must wear shirts of identical color and shade/tone.
 2. In the event two teams arrive wearing the same color and are unable to switch to a different color, jerseys will be made available.
 3. There are no shirts/jerseys available for check out.
 4. Player Numbers
 1. All shirts/jerseys must have legible numbers on at least one side (back or front of shirt) and must be legible from a distance of 6 feet.
 2. Numbers must be permanent on the shirt in a non-fading medium such as marker or paint. Taped on numbers are not allowed.
 3. Teammates will not share the same shirt/jersey number.
 4. If a player is #0 then that number must appear on the jersey. There can only be one version of #0 per team (i.e. #0, #00, #000, etc.)
 5. Only non-marking athletic shoes are permitted on the gym floor. Black soled and any other shoes that leave markings will not be allowed.
 6. Players may wear a knit or stocking cap (with or without ball/knot at top), headband, and hair bands. Hats with bills are prohibited.
2. Game Equipment
 1. Intramural Sports will provide the ball to be used during play, but there will be no balls available for checkout. Please see the Equipment Room (SRWC First Floor).
 2. The nets and net standards will be regulation size and height for all matches. The net height for matches will be:
 1. Men's: 7 feet, 11 5/8 inches
 2. Co-Rec: 7 feet, 11 5/8 inches
 3. Women's: 7 feet, 4 1/8 inches

3. TIMING

1. Delay Time – Once at the scheduled game time:
 1. If a team does not have any players present at game time, the game will be declared a forfeit without the Delay Time procedure.
 2. If one or both teams does not have two (2) players signed in at game time, the team(s) will be given 10-minutes to have two players sign in before the game is declared a forfeit.

3. Delaying teams will receive a Sportsmanship Deduction for delaying the start of the game. The first team ready to play will receive four (4) points for every minute (rounded up) that the game is delayed (up to the end of the Delay Time period).
4. The 10-minute match forfeit period will be broken into two 5-minute periods. Each 5-minute period will represent one game. At the end of the first 5-minute period, if the team is still not ready the first game will be forfeited to the team ready for play.

Examples:

1. One team ready to play: Team A has enough players at game time and Team B's fourth player signs in 6:42 into delay time. Team A will start the match with a win in Game 1 (20-0), and the score for Game 2 will be 8-0 for Team A.
2. Neither team ready to play: Team A's 4th player signs in 2:18 into delay time and Team B's fourth signs in 8:52 into delay time. Team A will start the match with a win in Game 1 (6-0), and Game 2 will start with a score of 12-0 for Team A.
5. The clock will not stop to have players sign in, and game play must begin before the 10-minute period has been completed. Once all teams are ready, the ball will be put into play in accordance with the Start of Game rules.
6. A forfeit will be recorded as a win for the team ready to play and any points accumulated will be the final score.
7. Any game forfeit for team misconduct will be scored as match win for the winning team (21-0, 21-0) and zero games won for the losing team.

4. Scoring

1. Each match will be a best two games of three.
 1. The first two games of a match will be played to 21 points.
 2. The final game shall be played to 15 points.
 3. No game will have a point cap.
2. Rally scoring will be used.
3. The winning team must win by two points in all three games.
4. All three players will count as hitters/front row players
5. No rotation needed aside from serve.
6. In co-rec, if a team uses more than 2 hits, one hit needs to be from a girl
7. No dinks are permitted. A dink is an open-hand push near the net, called by the official's discretion.