General Information Eligibility:
1. Each team captain must submit a completed Intramural Sports Roster with the required fee, to the Rec Office before the published date. All players must sign his/her name on the team roster/waiver.
2. Game time is forfeit time. Teams forfeiting will post a loss for that particular game and may be declared ineligible for the playoffs. Any team which forfeits twice will be banned from further competition in the league.
3. All participants must be a current student or faculty and staff member at Saint Joseph's University.
4. Participants can be on the roster of only one single sex team and only one co-rec team.
5. Players must participate in at least 2 games prior to the playoffs.
6. Only 2 Saint Joseph's University club volleyball members are allowed on a team’s roster. If a team if is found with more than two club players, a forfeit will be given for each game those players participated in.

** All players are required to present a valid Saint Joseph's University ID prior to every intramural contest. Those who fail to show their ID will not be allowed to participate. **

Game Rules:
1. **Players**- Teams can play with six (6) players or five (5) players on the court at all times. If a team has only 5 players, they must designate an open spot in their rotation, when the designated open spot comes to the server position, a side-out will be awarded, 1 point will be scored to the opposing team. Females can play in the women’s and co-rec leagues. Men can play in men’s and co-rec leagues. A female cannot play in the men’s league, and a male cannot play in the women’s league. Co rec- Teams must always maintain the following ratio- 3M, 3F = 6 or 2M, 3F = 5
2. **Equipment**- Playing uniform shall consist of shirt, shorts or sweatpants, and sneakers. Please wear shirts of the same color. Soft knee pads are permitted. Jewelry is not permitted
3. **Substitutions**- Unlimited number of substitutions, however subs must replace server only. Exception would be for injury reasons.
4. **Match Length/Scoring**
   a. Best 2 out of 3 games.
   b. Non-deciding games up to 25 with “rally” scoring- point on every serve. Team winning point serves next point.
   c. Deciding game up to 15 with “rally” scoring.
   d. Each game must be decided 2-point advantage, with no-cap.
5. **Timeouts**- One timeout per team per entire match. Timeout will be two (2) minutes in length.
6. **Starting Play**- Coin toss determines first serve/side of court. Winner has option. Each option is alternated in each succeeding game.
7. **Officials**- Game officials calls are final. One game official may also act as official scorekeeper.
8. **Serves**- May be over-hand or under-hand. Server must start serve with both feet behind end line.

9. **Center Line**- A player's foot may touch the centerline as long as the entire foot does not cross-over into the other court.

10. **Above the Net**- Players may reach over the net only in an attempt to block. Hitting the net during such a process is prohibited. A block does not constitute a hit.

11. **Obstructions**- Will be discussed with officials prior to the match.

**Spectator Rules:**

1. Team bench areas will be designated; this area for official team members only (those whose name appear on approved City 6 roster); All others must sit/stand in designated spectator areas.

**City 6 Participation**

SJU Intramural Volleyball League Champions participate in the City 6 Extramural Volleyball Classic. Eligibility rules stipulate that these teams must consist of full-time, undergraduate students. In addition, the following individuals are not eligible to participate: Junior varsity, club, NCAA partial and non-qualifiers, and current, collegiate volleyball athletes. Teams with individuals on their roster who are ineligible for City 6 participation may compete for SJU league championships, but are not permitted to advance to the City 6 Tournament. Questions regarding this policy will be answered by the Intramural Coordinator.