VOLLEYBALL PRESENTATION

• It is highly recommended that all participants review this presentation as it contains important information regarding intramural sport policies and Volleyball rules.

• As additional supplement, the Intramural Participant Handbook and Volleyball rules are viewable at:
  • Intramural Sports Website
  • IMleagues website: click on the info link on the left side of page, then click handbooks and manuals

• Unawareness is not an excuse
NEW REGISTRATION REQUIREMENT

• Teams cannot register their team without completing the Captains Quiz
• Captains can use the sport rules, participant handbook and this presentation to complete the quiz
INTRAMURAL SPORTS STAFF

- Associate Director for Intramural and Club Sports
  - Jonathan Johnston
  - jdjohnston@wcu.edu
  - 828-227-8807

- 10 supervisors and 13 officials
CONTACT AND TIMES

• Associate Director
  • 9-12 and 1-5pm Monday-Friday
  • In and out of the office during the day

• Calls and emails
  • If received after 5pm during the week, you will not get response until next day
  • If received after 5pm on Friday, you will not get a response until Monday
INTRAMURAL SUPERVISORS

- Policies?
- Sport Rules?
- Facility Concerns?
- Employee Concerns?
- Protest?
- Eligibility?
- First Aid?

- Ask an Intramural Supervisor!
STUDENT OFFICIALS

- The success of the Intramural Sports program is contingent upon the quality of its sports officials and participants.

- Intramural contests are officiated by fellow Western Carolina students. They are not professionals and are paid minimum wage for the service they perform.

- They deserve and expect your cooperation, respect and sportsmanlike behavior.

- They are trained to perform these jobs and we expect them to officiate to the best of their ability.

- We invite you to apply for the student officials' job available with our Intramural Sports Program.
LEAGUE SPORT QUIZZES

• To ensure that intramural team participants have a good understanding of our policies and procedures, league sport team captains are now required to complete a captains quiz to register their team.

• This quiz must be passed with a 80%.

• The quiz is based on the intramural handbook/presentation/rules and provides important information that will aid each team during their intramural sports season.
IMLEAGUES

- www.imleagues.com/wcu
- All players must have an imleagues account to be listed on a team.
- League announcement emails and texts
- Schedules, scores, rosters, standings, policies and rules
- Add players
IMLEAGUES NOTABLES

• Always click Western Carolina University at the top to see a current list of sports and their league/tournament information

• Game notifications can now be sent to your phone or email. Click your name top right, then notifications

• Click on home at the top to see a list of your game times and an calendar of upcoming sports and registration deadlines.
TIME PREFERENCES

• Now including time preferences for game times
• Each division has different time options
• Input your teams time preferences before league registration closes
• System will best fit your preferences within your teams schedule
• Not 100% guaranteed
• Time preferences will not apply in playoffs
POLICIES AND PROCEDURES
2014-2015 UPDATES

• Major league sport captains must take quiz before team can be created. 80% passing rate
• Reschedules can now be completed and approved by noon day of the game
• Player release policy (see next slide)
PLAYER RELEASE

• A player may only be released from a team if they first played for a team in their first regular season game and have not since played for another team or in another game.

• They must notify an Intramural Sports professional staff member before they participate with another team.

• Failure to notify will result in the second team they played for forfeiting the game and then the player will be stuck playing with the first team. Possible suspension may be served.
ASSUMPTION OF RISK & INJURIES

• Strive to provide safe and well-supervised activities and facilities, however there is an inherent potential for physical injury or death in all sport activities.

• All participants are strongly encouraged to have a yearly medical examination and to carry medical insurance coverage.

• Participation in sporting activities may cause injury and exposure to blood borne pathogens.

• First Aid Care (IM Supervisors)
TEAM CAPTAINS

• As a captain, I agree to and are fully responsible for the following regarding my team:
  • Teams schedules
  • Eligibility of players
  • Behavior of myself, players and spectators
  • Knowledge of rules and policies
  • Communication and cooperating with all IM Staff
  • Being a team leader
FACILITY POLICIES

• Reid Gym – Main Court
• The following is prohibited:
  • Food
  • Tobacco (including chewing)
• Please help keep our facilities clean
TOBACCO, ALCOHOL, DRUG USE

- **Tobacco (chewing or smoking)** is not allowed on the Intramural fields or other activity areas as well as 50 feet from any structure on campus per university policy 45.
- **Alcohol/Drugs** are not allowed on the intramural fields/facilities.
- If a player or spectator is suspected of being under the influence of alcohol or drugs, they will be removed from the contest.
CHECK IN REQUIREMENTS

• All players must present their CatCard to the IM Supervisor prior to playing in each game
• No ID = No play
• Other forms of Identification will not be accepted
• Captains responsibility to make sure all players are checked in
MIS-USE OF ID

• Any person caught misusing a University ID or falsifying name is subject to suspension from Intramural Sports

• Incidents may be reported to Student Community Ethics as it’s a violation of student code of conduct

• Either of the above could also result in game forfeit and suspension from Intramural Sports and the Campus Recreation Center
ELIGIBILITY

• Only current WCU student, faculty/staff or faculty/staff spouse/partner
• Playing with ineligible players will result in forfeit and suspension of players involved
• Teams can’t agree to play with an ineligible players
• Ask up front with all eligibility concerns to avoid a forfeit in season
FACULTY/STAFF AND SPOUSE/PARTNERS

• Faculty/Staff
  • Must show Faculty/Staff CatCard
• Faculty/Staff/Student Spouses/Partners
  • Must have and show a Spouse/Partner CatCard
  • Pay a $10 Intramural Fee at the Rec Center
  • IM sticker is put on CatCard at Rec Center
RESTRICTED PLAYERS

• Varsity Athletes
  • Volleyball varsity (WCU or other universities) athletes must be two full semesters (summers don't count) removed from playing to be eligible and includes all divisions, red shirts, practice squads, working out with them, etc.
  • Allowed two non-corresponding sport varsity athletes on entire roster for volleyball
  • If Athletics recognizes a player as a varsity athlete in this academic year, then they will be identified as such during the entire academic year
RESTRICTED PLAYERS

• Volleyball professional and semi-professional players are not allowed to play intramural volleyball

• Club Players
  • Allowed two volleyball club players on entire roster
  • Clubs players are identified as those who have appeared on the roster or waiver form and considered as such one semester after their last appearance on roster or waiver form

• Varsity and Club Sport Coaches
  • Coaches may play in their corresponding sport, but they will be considered a club sport player.
ROSTERS

- Rosters
  - Players may only play on one CoRec team and one men’s/women’s team
  - Once a player checks in for a team that’s it.
  - Max roster size of 14 players

- Adding
  - Add any players at any time on IMLeagues and game site
  - Ask all players if they have played for someone before

- Removing
  - You can remove players if they haven’t checked in for a game, once they check in after a team’s first game, they are permanently on your team
ROSTER MAX

- 14 for volleyball
- Can add if spots available on game sheet
- If no space available, then you can scratch out those who have zero games checked in and add new player. They will then be deleted from team.
- Remind all players to get imleagues account and on to your roster
- Captains responsibility to know how many players on their team
RESCHEDULES

- Check with Associate or Assistant Director or if there are any available times open
- Contact the other teams captain and agree on one of the open times
- Contact the Associate or Assistant Director, once agreed upon
- We have to receive confirmation from both captains before a reschedule game is approved
- All reschedules must be fully approved by noon the day of the original game. Friday by 4pm if a Sunday
- Don’t assume a game is reschedule unless you’ve heard from an Intramural Sports staff member
PARTICIPANT CONDUCT

• Participants are expected to treat Intramural Sport staff and fellow participants with respect
• Teams and captains are responsible for their own behavior
• Please only have captains speak with officials and do so in a respectful manner.
• Baiting and verbal abuse of supervisors or officials will especially not be tolerated!
• Supervisors and officials have every right to end any game if they deem it necessary
PARTICIPANT CONDUCT

• Examples of unsporting behavior
  • Continuously arguing with an official
  • Taunting, cursing or gesturing lewdly at other teams or IM Staff
  • Insubordination
  • Physical contact/altercation with other players or IM Staff
  • Anything else deemed unsporting by IM Staff

• Failure to compose players or comply with requests from the Intramural Staff will result in a forfeited contest and further disciplinary actions
PARTICIPANT CONDUCT

• Physical contact directed towards an Intramural Sport staff member or involving participants will result in severe consequences.

• All participants are governed by the Intramural Sport Handbook and the WCU Student Code of Conduct.

• Any incidents may be reported to DSCE as a violation of the code.

• Additionally, participants may have CRC facility access privileges revoked.
SPORTSMANSHIP RATING

• Team Conduct Rating System
  • Zero to four scale
  • Must have 3.0 cumulative score to qualify for playoffs
  • Game officials/supervisors give ratings at end of game
  • Given ratings are NOT NEGOTIABLE

• One and Zero Ratings:
  • Team is suspended from season play until Captain talks with the Associate Director
  • Depending on severity, one or zero ratings could result in a team being dropped from the league
UNSPORTSMANLIKE CONDUCT

• Teams that receive 4 UC’s total, 3 UC’s on 3 individual players or or have two ejections in their game will forfeit that game

• Unsportsmanlike conduct (UC’s) penalties are tracked and rolling throughout a student’s intramural career

• Players receiving three UC’s during a semester will have to speak with the Associate Director before they are eligible to play again
EJECTED PLAYER

• Must leave fields/facility immediately
• Automatically suspended from all Intramural Activities
• CRC is access is denied
• Must set up an appointment with Associate Director before eligible to play
• Game suspension is dependent upon incident severity and case by case
FORFEITS/DEFAULTS

• Forfeits
  • 10 minute grace period with penalty
  • Clock starts at game time
  • Losing team = 2 and winning team = 4

• Defaults
  • Call by 2 pm the day of the game to default
  • Losing team receives a 3 and winning team a 4

Once a team forfeits or defaults twice or has one forfeit and one default they will be removed from the league.

Do not call other teams telling them you are forfeiting!
VOLLEYBALL LATE PENALTY

• 0-9 minutes = Early teams option and one point for every minute late, applies to all sets
• At 10 minutes = game forfeited (2-0, sets 10-0, 10-0)
PROTESTS

• A team captain must make the protest with the IM supervisor/official at the instant the question occurs.
• If disagree with IM Supervisors final decision, a protest form will then be filled out.
• Protests may only be filed concerning rule interpretations, policies or procedures and player eligibility.
• Protests that challenge the accuracy of a judgment call by officials or supervisors will not be accepted.
ELIGIBILITY PROTEST

• All eligibility protests must be filled in writing with a protest form
• Phone calls, hear say, or emails will not be taken as formal eligibility protests
• In the regular season, eligibility protests can be filed before, during, or after the contest
• In playoffs, eligibility protests must be filed before the game starts, if player arrives mid game, then protest may be filed then
2014 VOLLEYBALL RULES
RULES

- Intramural Volleyball plays by National High School Federation rules with intramural modifications.
- The Intramural Sports Program reserves the right to put into immediate effect any new sport rule changes or modifications based on eligibility, league and tournament structure, or participant safety.
- Teams and players may not agree upon a different set of rules.
- Unawareness is not an excuse!
PLAYERS

• 6 on 6 (4 needed to avoid a forfeit)
• All players must bring their Cat Card to play (NO EXCEPTIONS!!)
• All players must be checked in on the score sheet before playing
• Timeout must be taken to check in a late player or players
ATTIRE

• Only athletic style pants, shorts and shirts are allowed and must be worn
• All players must wear gym appropriate shoes. No sandals, boots, boat shoes or other scuffing shoes can be worn
• No hats or bandanas tied with knots.
JEWELRY

• No hoop/bar jewelry, rings or necklaces
• Studs and bracelets all must be taped down or taken off
• If a supervisor deems any jewelry unsafe, you will have a choice to take it off or not play
• Tape will not be provided by IM Staff
EQUIPMENT

• Typical net height for both men and women
• CoRec net height is in between to make competitive for both
• Casts or splints of any nature are not allowed
• Game balls will be provided
• All equipment and attire decisions are at the discretion of the supervisor on duty
GAME FORMAT

• All games shall be governed by current national federation of high school volleyball rules, except where special intramural rules apply.
• The match will consist of best two out of three sets.
• The first two (2) sets will consist of rally scoring to 25 (win by 2) with a cap of 27. The third set will also be rally scoring to 15 (win by 2) with a cap of 17.
• Teams are allowed one timeout per set.
PLAY (ROTATION)

- Teams must rotate clockwise following a rally point.
- At the time the ball is contacted, all players shall be within the playing boundary and must conform to the service order recorded.
- Once the ball is served, players may move from their respective positions.
PLAY (SUBSTITUTION)

- A player in the starting line-up may leave the game and re-enter unlimited times per game but only to his/her previous position in the line-up and only for that same person. (Type 1)
- Teams may use all extra players by substituting at each rotation, all players must enter in the middle back position. (Type 2)
- Team has to pick one or the other
- **Libero will not be used**
PLAY (SERVE)

- The server must **wait for the whistle**. 1st time warning, 2nd time point for other team (1 warning per team, per match).
- 5 seconds to serve and must not touch the end line at the instant of serve.
- Server’s are allowed one re-toss per turn provided they let the ball hit the ground and again wait for the referees whistle.
PLAY (SERVE)

• A serve is legal if it touches the net and goes over.
• Players may not attack or block the serve in front of the 10 ft. line and above the height of the net.
PLAY (LEGAL PLAY)

- All multiple contacts (“doubles”) are permitted on any first team hit. Prolonged or held contact is illegal.
- It is legal to contact the ball with any part of the body as long as there is not prolong contact.
- Setting of the serve is legal
PLAY (BOUNDARIES)

• If the ball touches the antennae, it is out.
• No ball may be played outside of the boundary lines of the basketball court in which the volleyball court is situated; or if the players touch or enter the adjacent volleyball court.
• When a ball touches a boundary line, it is considered in.
• Any ball which strikes the ceiling may be played if the ball remains on that team’s side.
PLAY (NET)

- No player can contact the net unless the contact is incidental (hair, clothes)
- If a ball is hit into the net by a team, it may still be kept in play
- **A blocked ball does not count as a hit**
PLAY (NET)

• A player may step on or touch, but not over the center line under the net.

• Back row players may participate in an attack at the net provided they leave the ground with both feet from behind the 10 ft line.

• Back row players may not participate in a completed block
COREC MODIFICATIONS

• A team may play with 3m:3f, 2m:2f, 2m:3f, or 3m:2f ratio of players

• **New CoRec Rule:** If the ball is contacted three, then both genders have to touch it. Two guys or two girls can hit over.

• Serving order and rotation will alternate genders.

• Substitutions: A male for male and female for female
PLAYOFFS

• Brackets will be posted soon after regular season ends

• All teams make playoffs if they fit the following criteria
  • Teams have an avg. 3.0 conduct rating. (NO EXCEPTIONS)

• All teams must maintain a 3.0 through playoffs or automatically dropped from competition
PLAYOFF PLAYER ELIGIBILITY

- Rosters lock after the last night of regular season.
- Players must have participated in at least one regular season game.
- Must have an imleagues account and be listed on the printed imleague’s roster.
- If not listed on game site playoff roster, will not be allowed to play that night.
- Adding players can only be done through the Associate or Assistant Director.
STANDINGS

• Teams will receive the following points in the standings for every league sport and these points will help determine playoff seeding
  • 4 points for win
  • 3 tie
  • 2 points for forfeit or default win
  • 1 point for loss
  • 0 points for default loss
  • -1 point for a forfeit loss
STANDINGS

• Tie Breaking Method:
  • Winning %
  • Head to Head
  • Game point differential
  • Sportsmanship Rating
UPCOMING IM EVENTS

• Punt, Pass and Kick
  • Just show up at camp lab fields
  • Wednesday, Oct. 1 from 6-8pm
  • Thursday, Oct. 2 from 8-10pm

• Water Battleship Tournament
  • Event on Friday, October 3
  • Registration ends on Tuesday, September 30

• 3 on 3 Basketball Tournament
  • Tournament starts Friday, November 7
  • Team registration ends Tuesday, November 4th
SCHEDULES

• Schedule posted on Thursday
• Start play on Tuesday, Wednesday October 8th
• Check imleagues schedule frequently
• All games are set at beginning of season
• Four or five game regular season
• Everyone makes playoffs
FREE AGENTS

• Don’t have a team?
  • Sign up as a free agent on imleagues
  • Come out to the intramural facilities
  • Facebook
    • WCU Campus Recreation and Wellness
    • WCU Intramural Sports Free Agents

• Captains use these resources to pick up players
• Free agency is not a guarantee as captains make the choice to pick up free agents
FINAL REMINDERS

• Tell teammates to register on imleagues and join your team!
• Double check player eligibility
• Review over detailed rules and policies
• Registration ends Sunday, September 28
• Minimum players required to make league
• Pass team quiz
• Any questions please come ask!
GOOD LUCK!