

### General Procedures

1. Each player **MUST** bring their current TAMUG student ID to each game and present it to the official in order to participate.
2. Player additions may be made at any time during the regular season.
3. Players may play for only **one** Men's/Women's/Open team **AND one** Co-Rec team. Participants are allowed to choose how they wish to identify (male/female), but must play as their declared gender on IMLeagues. Female participants can choose to play in a men's league, but not both a men's and women's league.
4. Players may not switch from one team to another after participating in a game for a team.
5. **Discriminatory and offensive language will not be tolerated and will result in a point for the opposing team.**
6. **Game time is forfeit time.**
7. Teams are expected to notify the Intramural and Club Sports Coordinator if they are going to forfeit a game.
8. Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player can continue. If there is blood on any clothing or jersey, it must be changed before the player resumes play.
9. Game officials shall eject from the game any player who commits a flagrant foul or displays any type of poor sports conduct.
10. Sports Conduct Rankings – Teams will be given a sports conduct ranking between 1 – 4 after each contest by the officials based on their sportsmanship before, during, and after the game.
11. Teams need to average a 3.0 or higher sports conduct ranking during league play in order to advance to the playoffs.
12. Tobacco use at intramural contests is **PROHIBITED**.
13. Team captains are responsible for knowing all rules on the rule sheet and in the Captain's Handbook and relaying that information to all players on their team.

## **PLAYERS:**

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- Teams will consist of 2 players.

## **EQUIPMENT:**

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- No jewelry, hats, bandanas, or hard plastic hair ties can be worn.
- Closed toed, athletic shoes must be worn.
- No metal cleats allowed.

## **THE GAME:** (<https://www.youtube.com/watch?v=jdRKqguEbas>)

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- Serving
  - Initial serve will be determined by a coin toss
  - Team 'A' serves by hitting the ball off the net towards Team 'B'.
  - Team 'B' has up to three hits between them before returning the ball to the net.
  - It is NOT required that you use all three of your hits.
  - To determine who serves first, the teams should volley.
  - Once the game has begun, each team alternates serves between players.
  - Once the ball is in play there are no longer "sides". Each team member can run anywhere at any time.
  - Teams switch serving sides once the first team has reached 11 points.
- Scoring
  - 1st team to 21 cap at 30 wins (must win by two).
  - Sideout scoring only, i.e., a team can only score when the serve belongs to that team.
  - The opposing team must always put forth an honest effort to get out of the way of the "hitting" team. If a solution is unclear, the point becomes a do-over(replay point.)
  - If a shot hits the rim it is known as a "Rimmer" and point is awarded to opposing team.
  - If a shot hits a "pocket" (kind of on the net and kind of on the rim) then the point is replayed.
  - If the ball does not bounce off the net, the point goes to opposing team.
  - In order for the ball to be in play, after hitting the net, it must clear the rim. If it doesn't it is side-out.
  - One can use any part of the body to return the volley.