

MEMORANDUM FOR ALL SPORTS REPRESENTATIVES

FROM: 30 FSS/FSVS

SUBJECT: INTRAMURAL VOLLEYBALL BY-LAWS

TO: ALL PARTICIPANTS

1. **GENERAL:** The purpose of the Intramural Volleyball League is to promote “esprit de corp.” and develop a sense of sportsmanship for all personnel assigned to Vandenberg AFB.
2. **ORGANIZATION:** The number of teams entered will determine the number of leagues. League competition will be a round robin format. An organization may have more than one team in the league; however, they must be designated as teams 1, 2, etc... or by section name.
3. **RULES OF PLAY:** The rules governing the Intramural Volleyball league will be the Vandenberg AFB Sports Constitution, National Federation HS Volleyball Rules, and these by laws
4. **ELIGIBILITY:** Participation is open to all military personnel and civilians assigned to Vandenberg AFB and personnel on TDY status for more than thirty (30) days. No more than 30 percent of the squadron intramural team may be comprised of non-military members. Dependents participating in the intramural volleyball program must be 16 years or older.
  - A. TDY personnel must be on orders for thirty days or longer.
  - B. Individuals must be assigned or attached to the unit represented. If an individual changes squadrons during the season, he/she may choose which squadron they wish to play for. He/she will establish their eligibility by playing one game with either the losing or gaining unit. All players regardless of category of personnel must go into a player’s pool prior to being placed onto any team.
  - C. With the approval of the Intramural Sports Coordinator, squadrons, detachments or units with insufficient personnel assigned or present for duty may combine with other units in the same situation. This authority to combine will only be for the current season. The team cannot compete for commander’s trophy points.
  - D. If an organization does not enter a team in the program, members of that organization may be assigned to participate with another organization entered in the program by requesting in writing their intent to the Intramural Sports Coordinator. The Intramural Sports Coordinator will place these individuals into the players’ pool. Once the season has started, the team with the least amount of players on their roster will have first choice of any additional players from the players’ pool. The second option will be the team with the worst win/loss record and so on.

E. A player whose team drops from the league or forfeits out must submit their name to the Intramural Sports Coordinator to be placed in the players' pool. This includes squadrons with two or more teams.

5. **FORFEITURE:** Teams failing to have four players on the court at the scheduled time of play will forfeit the game. There will be no "GRACE TIME", GAME TIME IS FORFEIT TIME. If the first game is forfeited, that squadron will have 10 minutes to form a team for start of the second game. A double forfeit will be declared if both teams do not have the required number of players. Any team that forfeits two matches in succession or three matches during the season will be dropped automatically from the league.

A. The head official may declare a forfeit when a player or coach of a team refuses to conduct himself/herself in a sportsmanlike manner and according to the rules. Forfeitures under this will be final and without appeal. Using an ineligible player, if called to the attention of the Intramural Sports Coordinator before teams play their next regularly scheduled games, will be grounds for forfeiture.

6. **SPORTSMANSHIP:** Unsportsmanlike conduct will not be tolerated. Unsportsmanlike conduct can be defined as fighting, using profanity, trash talking, taunting, and basically anything that could be considered to instigate a verbal or physical altercation. Coaches are reminded that they are responsible for their conduct as well as the conduct of their players. All unsportsmanlike conduct and fights will be reported to the Fitness Center Director by the head official.

7. **ROSTER:** Rosters must be typed and turned in to the Intramural Sports Coordinator before the first game of the season. If the Intramural Sports Coordinator does not have a roster on file for a team, that team will forfeit every game until the roster is received and accepted by the Intramural Sports Coordinator. Players may be added to the roster during the regular season; however, no players may be added to the roster once the playoffs begin. Organizations may have an unlimited roster. All players can only play for one team.

8. **UNIFORM REQUIREMENTS:** Teams may provide their own uniforms or they can sign out a jersey from the Fitness Center staff. Running or jogging shoes are not allowed on the court. Only non-marking tennis shoes or basketball shoes may be worn. No part of the military uniform will be worn. Ankle braces are mandatory and must be worn by all players or they will not be allowed to participate. T-shirts may be worn under the jersey; however, the T-shirt must be white or similar to the color of the jersey. In the event that both teams have the same color, the visiting team will wear the pullover from the Fitness Center. Only wedding rings may be worn and must be taped.

9. **SAFETY:** The referees may blow the whistle and stop the game to investigate the condition of a player who might be hurt, at any time, and resume play as soon as reasonable. The safety and well being of our players is always our main concern

10. **POSTPONEMENTS:** A postponement will only be granted for power failures and squadron/ base exercises that are **MISSION ESSENTIAL**. Unit picnics are not considered mission essential.

11. **MINIMUM NOTIFICATION OF CANCELLATION TIMES:** Any organization that fails to notify the Intramural Sports Coordinator prior to 1600 hours on the day of the scheduled contest of their inability to play due to military commitment shall forfeit their game.

12. **MAKE UP DAYS:** All make up games will be played after the completion of all originally scheduled games for the season. The Intramural Sports Coordinator will notify the coaches and unit sports representatives of the dates and times of all make up games. If the outcome of the make-up games will not allow either team to qualify for the playoffs, the games will not be played.

13. **PROTEST:** Protests will be limited to rule interpretation and player ineligibility only. All protests must be registered at the time of the incident. The official will notify both coaches that the game is being played under protest. The individual protesting the game must provide a full account of the events in the scorebook. A full account of the protest and its conditions must be typed and presented to the Intramural Sports Coordinator before 1200 hours the following day.

14. **COMPOSITION OF PROTEST COMMITTEE:** The protest committee will consist of the Fitness Center Director, Intramural Sports Coordinator, and Head Sports Official. Decisions by the committee cannot be appealed. The committee will only consider protests concerning rule interpretation or player ineligibility.

15. **EJECTIONS AND DISQUALIFICATIONS:** If a coach or player is ejected or disqualified from a game, he/she will leave the immediate area (Fitness Center) which is considered within sight and sound. A player who refuses to leave the area will forfeit the game for the team he/she is playing for. A player ejected during a game is not eligible to play the next scheduled game. A player ejected twice during the regular season will not be eligible to play the rest of the season or the playoffs (decision to be made at the 30 MSG/CC level). Anyone hitting a referee or official will be dismissed for the remainder of the season. The only way a player who has been ejected twice may come back to participate in the league will be by a letter from his/her commander with justification why the player should be reinstated. The reinstatement request will be submitted to the Fitness Center Director and will be voted on by a judiciary board.  
NOTE: Players fighting within the jurisdiction of the officials will be suspended automatically until the facts are reviewed and determination is made. Officials will report all fights to the Fitness Center Director. Same standards apply for fighting as for double ejection. A disqualification can occur when a player participates on two different teams or does not have base affiliation.

16. **OFFICIALS:** Officials will be qualified individuals assigned by the contracted sports officials association. They will consist of two umpires and a scorekeeper. Officials are ineligible to serve as coaches, managers or players for intramural teams.

17. **EQUIPMENT:** Game balls, score books and ankle braces will be provided by the Fitness Center. Teams not having their own jerseys will wear jerseys provided by the Fitness Center.

18. **LEAGUE CHAMPIONSHIP:** The teams acquiring the best win/loss record at the end of league play will be declared league champions. All three way ties will be decided by a head to head competition unless one team beat the other two teams during the regular season.

19. **PLAYOFFS:** If two leagues are formed, the top four teams from each league will be eligible for post season play. If only one league is formed, the top eight teams in that league will compete for the base championship. Competition will consist of a double elimination tournament. All players must have played at least two games during the regular season to be eligible for the playoffs.

20. **PLAYING RULES SUPPLEMENT:** The following rules or deviations pertain to league and tournament play:

A. **RALLY SCORING** - Games 1 and 2 will be played to 25 points. A team must win by 2 points. There is no point cap. If the 3<sup>rd</sup> game is played, it will be to 15 points. A team must win by 2 points. There is no point cap. Teams will not change sides during game three. There will not be a running time clock for the matches.

B. **COIN TOSS - Winner** of the toss can choose to serve, receive or select choice of court. One captain calls the coin toss at pre-match; the other captain calls the coin toss for the deciding game, if played.

C. **NUMBER OF PLAYERS.** No more than six players from each team will be on the court at any given time. Four players is the minimum number required on the court for intramural play. These players may be any combination of women and men. Substitutes, coaches, managers and other representatives will not enter the court while ball is in play.

D. **SERVING.** The ball server shall serve from within the serving area and he/she shall not touch the lines bounding this area, or the floor outside this area at the instant the ball is contacted/served. Part of the server's body may be in the air over or beyond these lines on the serve. **LET SERVE** - Shall be allowed, and play shall continue provided the ball contacted the net entirely within the net antennas. All players must be in proper position at the beginning of each serve. They may change position after serve, but must return to their proper positions before the next serve. **BLOCKING THE SERVE IS NOT ALLOWED.**

E. **SUBSTITUTIONS.** A substitute player must take the position of the player whom he/she is replacing. All teams are allowed unlimited substitution in any one game.

F. **TIME OUTS.** Each team is allowed two time-outs in each game. The time-out is limited to 30 seconds.

G. **NETTING.** When a ball is driven into the net or mesh of the net with such force that it causes the net to move under a blocker's hand, this is not a foul. To touch the court on the opposite side of the center-line is a violation; however, contact with the line is permitted. A player shall not contact any part of the net or its supports while the ball is in play. If a

player inadvertently touches the platform or net support it is not a foul (other than rope or cable). A served ball may not be recovered from the net.

H. **HITTING.** The ball must be distinctively batted. It must not be lifted, pushed or thrown with the hands. Playing the ball twice in succession is a foul, except when two or more player touches the ball simultaneously, this counts as one contact. **MULTIPLE CONTACTS** - Are permitted only “on any first team hit”. A held ball or prolonged contact will be the only fault on the team’s first play. **PLAYER / BALL CONTACT** - The ball may contact any part of the body.

I. **CENTER LINE.** It is not a fault to completely cross the center line under the net with one foot or one hand, if the encroachment does not present a safety hazard to the opponents and there is no interference with opponents. It is a fault to contact the opponent’s team court with any part of the body except the feet, hands or hair.

J. **PLAYER / NET CONTACT.** Insignificant net contact by a player not involved in the action of playing the ball will not be a fault. A player may legally touch a post, a rope or any other object outside the total length of the net provided this contact does not interfere with the play.

K. **PURSUIT RULE.** A ball penetrating the opponent’s free zone over or outside the antenna after a team’s first contact or block may be played back to a teammate, provided the ball, when played back, crosses the net plane again over or outside the antenna on the same side of the court.

21. **AWARDS:** A trophy and T-shirts indicating the team’s accomplishment will be awarded to the first place team. A maximum of 15 T-shirts will be awarded to the team. The second place team will be presented with a trophy.

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Fitness and Sports Manager