Thank you for being a part of one of the best intramural programs in the nation. We are proud to offer a variety of quality intramural activities. Good luck and we hope you have a fun and exciting season!

If you have questions throughout the season, please feel free to contact us by calling our office (540-231-8297), emailing imsports@vt.edu, stopping by our office in 135 War Memorial Hall or consulting our Participant Policy and Procedure Manual.

Key Dates (tentative and subject to change)
- Regular Season Starts: Monday, February 6th
- Playoff Conflict Sheets Due: Wednesday, February 22nd (by 5pm online)
- Regular Season Ends: Thursday, February 23rd
- Playoff Brackets Posted: Saturday, February 25th (http://www.recsports.vt.edu/intamurals)
- Playoffs Begin: Monday, February 27th
- Champ Night: Tuesday, March 21st

Rules of the Game
1. Players & Substitutes
   a. Games are played between teams of 4 players.
   b. Each team must have 3 players to begin a game.
      i. During the game, a team may play with fewer than 3 if the game remains competitive.
   c. *CoRec – the ratio between males/females may not differ by more than one.
   d. Substitutes may only enter the game when the ball is dead between serves.
2. The Game
   a. All matches consist of the best 2 out of 3 games with rally scoring.
   b. The supervisor will flip a coin with the teams’ captains for choice of side or service. The winner may choose to serve first or defend a side of the court.
      i. The team that does not serve in the first game serves first in the second game. If a third game is needed, a re-toss will be conducted and the winning team has the option of service or side.
      ii. Except for the deciding game, teams change sides at the end of each game.
   c. All games are self-officiated. If a rule discrepancy occurs, the captains should consult the Intramural Supervisor on duty to resolve the situation.
   d. If a player is injured, play should stop immediately and the point should be replayed.
   e. Each team is allowed one timeout per game.
3. Court Boundaries
   a. The ball is out-of-bounds (side-out or loss of point) if it hits:
      i. The ceiling (unless played off your team’s side during a volley).
      ii. The back wall on a serve or volley.
      iii. Two or more walls on a serve or volley.
   b. The back wall is in play only on the side of the team returning a serve or volley, provided a player on that side touches it first.
   c. The service area is anywhere up to 3 feet forward from the back wall on each side of the court.
   d. If the ball passes through the opening between the net and wall on either the 1st or 2nd hit it will be
considered a replay; if it occur on the 3rd hit, it will be a point in favor of the opponents of the team that last played the ball.

4. Playing the ball
   a. Each team may use up to 3 contacts with the ball to play the ball over the net and into the opponent's court. The ball must clear the net on the third contact or that team loses the point or the serve. Contacting the wall does not count as a set or play.
   b. If a player holds, scoops, lifts, pushes, or carries the ball momentarily, it is a fault (holding). A ball must be hit cleanly from underneath with one or both hands.
   c. A player may not make successive contacts of the ball except when playing a spiked ball.
   d. Any player may spike the ball.
      i. *CoRec – if more than one contact occurs by the same team, both sexes must contact the ball.
   e. Any player that makes contact with the ball is considered to have played the ball.
   f. Contacting 2 or more walls with the ball is allowed only by the team in possession of the ball provided a player on that team touches the ball first. Contacting 2+ walls is not permitted on the opponent’s side.
   g. A ball may be played off the side or back wall in an effort to return a pass or to pass to a teammate but not on the opponent’s side of the court.
   h. Playing the ball off your own ceiling is allowed.
   i. Blocking: Any player may attempt to block.
      i. A block does not count as one of the 3 successive contacts allowed and may be attempted before the ball passes over the net, while the ball is still in the opponent’s court or just as the ball crosses the net.
      ii. A block is good only if the ball is touched by the player attempting the block.
      iii. A blocked ball counts as having crossed over the net.
      iv. A block may be attempted if:
         a. A player on the attacking team serves or spikes the ball
         b. The opponents have made three contacts on the ball
         c. The ball falls near the net but no player on the attacking team can reasonably make a play on the ball.
   j. Climbing the wall to play the ball is illegal.
   k. The ball may be hit with any part of the body however a kicking motion with the leg/foot is illegal.

5. Service
   a. Any of the following actions committed during a serve counts as a fault:
      i. A serve is not executed from the designated service area.
      ii. A served ball hits a member on the serving team.
      iii. A serve is delivered by the wrong server.
      iv. The serve was executed improperly.
      v. Players on the serving team screen the server from the opposing team.
   b. A player may not serve out of turn. Points scored on the service are canceled and a point for the opposing team is awarded. If the offended team serves before the out-of-service is called, the score stands (no loss of points), but the team must resume correct positions before the game continues.
   c. A side wall can be used on the serve.
   d. A player must serve from within the service area.
   e. *Corec – Any time the service order is violated, that team loses the rally.

6. Net Play
   a. A ball that touches or rebounds off the net or net hardware may be played again.
   b. A ball that partially crosses the net is considered to have crossed the net and may be played by either team.
   c. A player or any part of his/her body or uniform that touches the net while the ball is in play shall be charged with a fault, unless the ball is driven into the net with such force that it causes the net to touch a player.
   d. When returning the ball, a player may follow-through over the net, provided he/she first makes contact with the ball on his/her side of the playing court.
e. Players attempting a block may reach across the net but shall not contact the ball until an opponent
   strikes the ball.

f. A player may be on but not over the center line provided he/she does not touch the net or interfere
   with an opposing player.

g. A ball becomes dead when:
   i. The ball hits the floor.
   ii. The ball hits two or more walls consecutively on the receiving team’s side.
   iii. The ball hits the ceiling on the opponent’s side.
   iv. The ball hits the back wall on the fly on the receiving team’s side.
   v. The supervisor sounds the whistle.
   vi. A player commits a fault.

7. Scoring
   a. All matches consist of the best 2 out of 3 games with rally scoring.

b. A team loses a rally if:
   i. The ball hits the floor that team’s side of the court.
   ii. The ball crosses the net and hits the back wall/ceiling without being touched by an opponent.
   iii. The ball hits the net as it is being served.

c. A team receives a point when the opposing team commits a fault.

d. A side-out is declared when the serving team commits a fault and the ball is turned over to the receiving
   team. **Points are scored on a side-out.**

e. All three games are played to 25 points. The first team to reach 25 with a 2-point lead wins the game.

   Games continue past 25 until a team wins by 2 points, up to the 27-point cap (ex. 26-24).

f. Each team is responsible for calling out score prior to each service.

g. At the conclusion of each game the score should then also be recorded on the scorecard. (Scorecard
   may be kept during play by a team representative).

*Denotes a CoRec rule modification.

**Rules not outlined in this sheet follow the National Federation of State High School Association (NFHS) Rules.
League Structure
1. All beginner teams are eligible to play the full season in a round robin schedule.
2. Advanced/Intermediate teams play the regular season in a round robin schedule. Following the regular season, these teams are placed into a single-elimination bracket.
3. All teams are eligible for the playoffs provided their sportsmanship ratings are above a 3.0 average.
4. The following point system is used to determine the place your team finishes in the league:
   a. Win = 3 points  |  Tie = 1 point  |  Loss = 0 points
5. All round robin results are posted on the website for teams to review.

Playoff Structure
1. All Advanced/Intermediate teams are eligible to advance to a single-elimination playoff if:
   a. The team maintains a 3.0 sportsmanship average during regular season games.
   b. The team does not forfeit a game without paying the Forfeit Reinstatement Fee ($20).
2. Teams are divided into playoff classes as follows (Subject to change by the Intramural Sport Staff):
   a. 1st and 2nd place teams in a round robin to Advanced (A) playoffs
   b. 3rd through 6th place teams in a round robin to Intermediate (I) playoffs
3. A team may request the Advanced on the Playoff Conflict Sheet. Teams may not request the Intermediate bracket. All requests may not be honored.
4. Advanced/Intermediate playoffs are single-elimination tournaments. Beginner leagues are rescheduled into another round robin schedule.
5. Teams should check the brackets after 1:00pm the day following a playoff game. Game times will not be given out over the phone, please do not call the Intramural Sports Office for game times.
6. Intramural Champion Shirts are awarded to the champions of Advanced bracket. Intermediate bracket winners receive an Intramural Sports shirt. Beginner bracket participants do not receive a shirt.

Eligibility
1. Any person who has purchased the Full Intramural Membership is eligible to participate in any team activity. The following persons are eligible to purchase memberships:
   a. Student or employees; individuals associated with Campus Ministry, VCOM, Vet Med; Visiting Scholars; CRC Employees, and Long Term Guests (except Dependents). Such persons are eligible until they withdraw from the University or fail to comply with eligibility guidelines.
   b. Alumni are not eligible to purchase the Intramural Membership unless they fall into one of the previous categories mentioned.
*All memberships may be purchased online. To complete your purchase of an intramural membership, you will be required to watch an online video presentation covering the basic policies of the program.
2. All players must show their valid VT Hokie Passport in order to play. No ID, No Play!
   a. Cards must be readable — unrecognizable pictures, names, or numbers may not be considered valid.
3. Participants may play for only one single-sex team and one CoRec or Open team (when offered).
4. Current varsity athletes may not participate in their sport or allied sport during the academic year. Former varsity athletes must sit out for one semester following their last varsity game before being eligible to play in their sport or allied sport (both summer sessions are considered one semester). No more than three varsity athletes (any combination of current or former athletes) may play on one intramural team.
   a. A varsity athlete is defined as anyone who is on a varsity athletic team roster during the academic year, anyone participating with a varsity squad in an attempt to make a roster, red-shirts, Proposition 48 students, and any scholarship player with eligibility remaining.
   b. Former varsity athletes are defined as anyone who was a varsity athlete (as defined above) at any time within the past five years beginning the semester following their last varsity game.
5. Sport Club members are allowed to participate in their sport or allied sport with a maximum of three total players per team roster (sport specific). For example, an intramural soccer team may only have three club soccer players but may have six members of the field hockey team. Sport club members are defined as anyone whose name appears on the current year's roster.
6. Current or former professional athletes are ineligible to participate in their sport or allied sport.
7. Team captains are responsible for checking player eligibility for his/her teammates and the players of the opposing team. The Intramural Staff is not responsible for checking player eligibility but reserves the right to impose disciplinary action for players/teams discovered to have ineligible players.

8. Teams found to have one or more ineligible players, will forfeit all games in which the player(s) played.
   a. Teams will have until 5:00pm the next business day after discovered to pay the Forfeit Reinstatement Fee ($20) in order to remain in the league. If the fee is not paid by the deadline, the team will be removed from the league.
   b. If the player(s) correct eligibility issues (e.g., purchase the appropriate membership by midnight the 2nd day after participating), the team will be allowed to remain in the league. Ineligible players may be suspended from play in that sport’s gender classification (i.e., Men’s, Women’s, CoRec) for the remainder of the season.

9. As long as a game is ready to begin by game time, any participant who arrives after that time may participate provided they properly check in (see Roster Policy above).

10. Men/Women are required to play in their specific single-sex divisions when offered unless participating on a CoRec or Open team (e.g., no women in men’s division and vice versa).

Roster Policy

1. Players check in for a game Intramural Staff at their field/court for all games.

2. A player must present his/her valid Virginia Tech ID before participating.

3. Additions to the team roster can be made at any point throughout the season.
   a. When a player properly checks in, he/she is automatically added to the team roster.
   b. If a player does not properly check in, he/she is not allowed to participate.
   c. Practice games do not influence team rosters – roster additions begin with regular season contests.

3. Roster Switches – after playing for a team, a player may choose to remove him/herself from a roster and participate on another team within the same division (i.e., Men’s Women’s, CoRec).
   a. A player may only roster change one time per division (i.e., Men’s, Women’s, CoRec) for each sport.
   b. Upon signing in for the second team, the player is immediately removed from the first team’s roster.
   c. A roster change may be made at any point during the season, but a player is locked on a roster after:
      i. playing on the same team twice,
      ii. his/her team forfeits out of the league,
      iii. his/her team’s season ends during the playoffs.

4. There is no limit to the number of players a team can on the roster, but teams winning a championship in their division will receive a maximum number of shirts.

Ejection Procedure

1. Players, coaches, or fans ejected from intramural contests must immediately leave the playing area if requested to do so by Intramural Staff.
   a. Failure to leave may result in forfeiture of the game.

2. Individuals ejected from intramurals should receive an email notification from the Intramural Sports Staff as well as a notification form from an Intramural Sports Supervisor on site. Ejected participants must contact the Intramural Sports Graduate Assistant(s) within 14 days of the ejection.
   a. Failure to do so may result in referral to Virginia Tech’s Office of Student Conduct.
   b. Ejected participants are suspended from participating in all intramural programs and from the use of recreational sports facilities until having met with the Intramural Sports Graduate Assistant(s).
   c. An ejected individual found to be playing with an intramural team prior to meeting with the Intramural Staff may result in loss of intramural privileges for the duration of the academic year.
   d. Self-imposed punishment is not accepted.

3. Ejection meetings are structured around open dialogue to ensure all points of view are represented before any outcome is decided. Therefore, it is in the ejected individual’s best interest that the meeting is conducted in a timely fashion.

*More information on the ejection process can be found in the Participant Policy and Procedure Manual.*
**Forfeits**

1. Teams must have at least 3 players to begin a game.
   a. If a team does not have the required number to start, a 10-minute grace period will begin. A team must have the required number of players by the end of the grace period or that team will forfeit the game.
   b. If neither team has the necessary number of players, the game will be recorded as a double forfeit.
2. A team that forfeits during regular season play has until 5:00pm the 2nd business day following the game to pay the *Forfeit Reinstatement Fee* ($20) online. If the fee is not paid by that time, the team will be eliminated from regular season play. The team will be replaced with a team from the waiting list or replaced with another team wishing to play an extra game. If there is not a waiting list, open spots will be filled on a first come, first served basis by contacting teams through Twitter/Facebook.
3. A forfeit during the playoffs eliminates the forfeiting team from further competition.

**Protests**

1. Eligibility Protests
   a. If a team wishes to protest player eligibility, the captain is responsible for notifying a supervisor.
   b. Following an eligibility protest, the game will be played as normal. The Intramural Staff will rule on the protest the following business day and notify both teams of the outcome.
2. Rule Misapplication or Misinterpretation Protests
   a. **Judgment calls cannot be protested.**
   b. If a team wishes to protest a rule application or interpretation, the captain must notify the Intramural Supervisor immediately, before the continuation of play. The team captain should refuse to continue play until the supervisor arrives and makes a ruling regarding the protest.
   c. If the team captain disagrees with the supervisor’s protest ruling, the team captain should immediately inform the Supervisor that the contest is being played under protest. In that situation, the Supervisor will record all necessary information (e.g., score, ruling, date, time, site number, time remaining in the contest) and file a report with the Coordinator of Intramural Sports.

   **All protests must be filed in writing by the protesting team captain with the Intramural Sports Office by 12:00 noon the day following the incident and accompanied with the Protest Fee ($10). See the Participant Policy and Procedure Manual to find the Protest Form.**

**Inclement Weather/Cancellations**

1. Decisions concerning game status are made before 4:00pm daily.
2. All decisions made after 4:00pm are made by the supervisor on duty at the activity site.
3. For the most current game status, follow us on Twitter/Facebook or call the IM Hotline at 540231-6060.
4. Games cancelled during regular season play will not be rescheduled (unless circumstances permit). The Intramural Sports Office will notify team captains/co-captains if games are rescheduled via email once rescheduling has been completed.

**Responsibilities of the Captain**

1. Captains must view the preseason video by Monday at 5:00pm following the week of registration.
2. Know rules, schedules, and program policies... and pass information along to all team members.
3. Have team members properly check in prior to the scheduled start time with their valid VT Hokie Passport.
4. Encourage sportsmanship with all team members.
5. Act as team representative when discussing rule interpretations and player eligibility with Intramural Staff.
6. Select one MVP from the opposing team following each game.
7. Complete and submit online Playoff Conflict Sheets.

**Equipment**

1. Teams are required to bring a white shirt/jersey and a dark-colored shirt/jersey to all games.
   a. The dark-colored shirt/jersey must be a similar shade of color for all team members.
b. Opposing teams are not allowed to wear similar colors during the game.
c. If both teams show up with the same color, the captains must determine which team will wear an alternate color. If an agreement cannot be reached, both teams will forfeit the game.
d. Teams playing flag football, 9-on-9 soccer, 5-on-5 basketball, and softball are required to have one- or two-digit whole numbers on their shirt/jersey for administrative purposes.
   i. Player numbers must be distinct from other team members.
   ii. Numbers must be clearly visible from a distance of 10 yards.
   iii. Taping numbers is not allowed.

2. Due to safety risks, all jewelry – except medical alert items – must be removed before play.
   a. Taping over jewelry is not an acceptable alternative to removing jewelry.
   b. If a Supervisor suspects a team member has taped over jewelry, the team member may be asked to remove the tape. If a team member does not remove jewelry or tape, he/she is not eligible to play.

3. Casts (above or below the waist) and braces (above the waist) are not allowed.