

## Kwantlen Polytechnic University Volleyball Rules & Regulations

### General Rules

Review the following rules and regulations before the Volleyball season begins to avoid any confusion. The rules are available below, and will be posted online at <https://www.kpu.ca/sportrec/league/volleyball>

### KPU Drop In/Intramural Policies

All participants are expected to follow the KPU code of conduct and respect the Coordinator, Officials, Sport and Opposition. KPU encourages sportspersonship and fun. When participating in sports and recreation there is a tendency to get competitive, this is encouraged but aggressive behavior and disrespectful language is not. If this is an issue you and whoever is associated with you, (friends/spectators coming to watch) will be asked to leave the facilities. Depending on the severity, you may be asked to permanently leave from the sport drop-in/league for the rest of the semester.

All participants must have their valid **KPU STUDENT/STAFF/ALUMNI ID** with them when registering for the league. Every Wednesday they must present their KPU ID at the Front Desk to enter the KPU facility.

### Authority

If any individual has questions or concerns regarding Volleyball, please contact [sportrec@kpu.ca](mailto:sportrec@kpu.ca) or the Sport and Recreation Programs Coordinator, [orion.ng@kpu.ca](mailto:orion.ng@kpu.ca).

### Sportspersonship

Please play safely in a respectful manner and with good spirit at all times with opposing players and KPU Sport & Rec staff. Derogatory language, fighting, hate speech or any such verbal or physical abuse will **not be tolerated**. Any player not abiding by the rules and regulations will be removed from the league.

**Scheduling:** Teams will play 1 match each week. Matches are scheduled Wednesday's 6-10pm and each team will play over a 9-week season.

- 1) Refer to the game schedule to check who is playing and be at the court 10 minutes prior to the start of the game.

**a) Players: Forfeit Rule**

- i. If a team has an insufficient number of players to begin, a 5-minute delay to the start of the game will be granted
  1. A team can wait the 5-minute grace period until 4 members of the team arrive;
- ii. Should a team still have too few players following the delay, the team will receive an automatic forfeit. Opposing team will be awarded a win 10-0 score.
- iii. Teams may avoid forfeiting in regular season by playing with a minimum 4 players of that roster.

**Dress Code:** Must have appropriate athletic attire and shoes. NO JEANS.

**Eligibility:** To be eligible to play in the league all players must have registered online and must pay the \$20 registration fee.

<https://www.kpu.ca/sportrec/league/registration>

**Playoffs:** Players on each team must play in at least half of the league games to be eligible for playoffs. Injured players who attend game days but do not play will be considered as attended for that day as to not lose out on playoffs once able to play.

**Roster:** Max team size: 10, 6 vs 6 on court, no spares for games will be permitted outside of each team's roster.

## In Game Rules

### Game Time:

All regular [Volleyball Canada](#) rules apply, exceptions are as follows.

### Refs Discretion:

1. Obvious lifting/scooping will be called.
2. Double hits will be called.

**Length:** Games are scheduled every 50 minutes. The game will consist of 2 sets with a 25 point rally system, win-by-2 (max of 30 points). 3rd set goes to 15 points (max of 20 points).

**Substitutions:** Substitutions on service change.

**Rotation:** Players must rotate after the ball is turned over. Every player must serve.

1. If a team is out of rotation and the ref calls it, the ball will be awarded to the opposing team as well as they will be awarded a point.

### Spiking

1. Players from the back court must spike from beyond the 3 meter attack line.
2. There is no spiking on the first serve.

**The Serve:** First serve decided by rock, paper scissors between captains of both teams.

1. Jump serves, overhead and underhand serves are all permitted.
2. The server must wait for the referee's whistle to serve. If they do not wait the point will be awarded to the opposing team.
3. If Server steps over the line, the point will automatically go to the opposing team as well as they will be awarded the next serve.
4. No blocking or spiking the serve.

**Contact with the Net and Crossing the Centre Line:** Violation and ball is turned over to other team and point is awarded.

**Sign In:** At the start of each game day, sign in with the Sport & Rec staff at the scorekeeping table. This will help keep track of players and will impact playoff eligibility.

**Playoff Seeding:** Playoffs are determined by total number of 'set' wins.

1. Players on each team must be signed in to at least half the league games to be eligible for Playoffs.