Sit-Down Volleyball Tournament Rules

The following is a summary of rules and regulations for Intramural Sit-Down Volleyball. It is not the complete set of rules but includes those rules most frequently in question. All other rules are deferred to the Intramural Volleyball rule book. Some alterations may have been made specifically for WWU Campus Recreation. A complete list of our policies and procedures can be found in the Intramural Sport Participant Handbook. Questions can be directed to the Intramural Sports Office during normal business hours at intramurals@wwu.edu.

All participants must have their physical WWU ID in order to participate in any and all Intramural Sports. Please read the Intramural Participant Handbook for more participation policies.

**Facility**

All Intramural Sit-Down Volleyball games are played inside the Wade King Recreation Center on Court C. Your game schedule on IMLeagues will indicate which playing surface you will be playing on. Should you need assistance locating your game, please ask the on-duty building staff at the Wade King turnstile entrance. The address for the Wade King Recreation Center is: 1880 Bill McDonald Pkwy, Bellingham, WA 98225

**Teams**

**Open**

Teams consist of 6 players with a minimum of 4 required to start the game. A team can have a maximum of 12 players on their roster. There are no gender requirements for open games, all are welcome to participate together!

**Equipment**

A player wearing illegal equipment may not be permitted to play. This applies to any equipment which, in the opinion of the Intramural Sports staff, is dangerous or confusing. Types of equipment or substances which will always be declared illegal include:

- Jewelry

Updated: 01/03/2022
- Metal hand or wrist braces
- Hard-billed hats
- Any other equipment deemed unsafe to play by Recreational Sports staff

**Gameplay**

Teams will play the best two out of three games if there is enough time. Games will be played until the first team reaches 25 points. If a third game is needed, it will be played until 15 points are reached. A team must win by at least two points in all games. Scoring will be determined through rally scoring (which means a point will be given no matter who serves).

**Rule Modifications**

Sit Down Volleyball follows all the same rules as indoor volleyball with a few modifications to accommodate various physical disabilities.

The position of each player is determined and controlled by the position of their torso. This means that the hands and/or legs may lie in the attack or out-of-bounds zone outside the court boundaries. Torso is defined as the upper part of the body, from shoulder to one’s buttocks.

Touching the opponent’s court beyond the center line with a hand is permitted, if some part of the penetrating hand remains either in contact with or directly above the center line.

A player’s feet and legs may penetrate the opponent’s space under the net, provided there is no interference with the opponent. to contact the opponent’s court with any other part of the body is forbidden.

When serving, only the player’s buttocks needs to be behind the end line. Contacting the ball with any body part is permitted.

The player is not allowed to lift their bottom completely from the court when executing any type of attack-hit. Feet or legs may be in contact or across the attack line.

**Substitutions**

Players may substitute after any dead ball. The player coming in must take the place of the last person to serve and must continue with the service order.

**Injury and Blood Rule**

Campus Recreation does not provide accident insurance coverage for injuries received by Intramural Sports participants. Each participant should make sure they have their own coverage prior to participating. Injuries are a possibility. Campus Rec Intramural Sports assumes no responsibility for injuries. However, basic First Aid will be available.

A player who is bleeding, has an open wound, or has any amount of blood on his/her uniform or on the player shall be considered an injured player. No player will be permitted to enter or reenter the game as long as there is blood on his/her jersey or uniform.

Any player who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.

*Intramural sports staff has the right to withhold a player from play*

**Sportsmanship**

The Sportsmanship Rating System is intended to be an objective scale by which teams’ attitude and behavior can be assessed throughout the regular season and the playoffs. Behavior before, during, and after an Intramural Sports contest
is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with their team about the system. Furthermore, the team is responsible for the actions of the individual team members and spectators related to it.

At the conclusion of each contest, the Intramural Sports staff present will assign each team a Sportsmanship rating based on a grading scale of “1-5”.

5 pts- Above and Beyond Conduct and Sportsmanship: Players work to create a fun, inclusive, and welcoming space for everyone on the field/court. They keep a positive attitude and ensure their pace is clean after their game. These teams embody what Intramural Sports strives to be through good sportsmanship and friendly competition.

4 pts- Good Conduct and Sportsmanship: Players cooperate fully with the officials and Intramural Sports staff. The captain is the only player to converse about rule interpretations and calls and does so in a polite and respectful manner. The captain also has full control of their teammates. Team is respectful to their opponents, officials, scorekeepers, spectators and Intramural Sports staff.
*Teams who default will receive a 4-sportsmanship rating

3 pts- Average Conduct and Sportsmanship: Team members complain about decisions made by the Officials and/or show minor dissention. Team members show minor disrespect to someone involved in the contest.

2 pts- Below Average Conduct and Sportsmanship: Team shows verbal dissent towards officials And/or the opposing team. Captain exhibits minor self-control and little or no control over their team.

1 pts- Poor Conduct and Sportsmanship: Players constantly comment to the officials and/or opposing Team from the playing area or sidelines. Team captain has no self-control and no control over their team’s actions.

0 pts- Very Poor Conduct and Sportsmanship: Team is completely uncooperative. Captain has no Control over teammates and/or themselves.
*Teams who no show
*3 Unsportsmanlike infractions or game forfeiture.

Any player that is ejected during an intramural sports game will be removed from the game. Please see the ejection process outlined in the Intramural Sport Participant Handbook to review the process of returning to play.