STUDENT RECREATION & WELLNESS CENTER WASHBURN UNIVERSITY

INTRAMURAL VOLLEYBALL SKILLS CONTEST RULES

- 1) ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC. ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.
- 2) Each participant may compete in each of three different accuracy drills Pass, Set, and Serve
- 3) Pass drill
 - a) The object of this drill is to pass the ball to a specific location on the floor.
 - b) Each participant will have 10 passes.
 - c) Intramural official will soft toss the ball to the participant who will then pass the ball.
 - d) There will be a minimum of 5 scoring dots the floor. Each dot will have a different point value.
 - e) Participants may hit any dot on any pass.
 - f) If ball lands within the scoring dot area, points will be awarded.
- 4) Set drill
 - a) The object of this drill is to set the ball to a specific location on the floor.
 - b) Each participant will have 10 chances.
 - c) Intramural official will soft toss the ball to the participant who will then set the ball.
 - d) There will be a minimum of 5 scoring dots on the floor. Each dot will have a different point value.
 - e) Participants may hit any dot on any pass.
 - f) If ball lands within the scoring box, points will be awarded.
- 5) Serve drill
 - a) The object of this drill is to serve the ball to specific locations on the floor.
 - b) Each participant will have 10 serves.
 - c) There will be a minimum of 5 scoring dots on the floor. Each dot will have a different point value.
 - d) Participants may hit any dot on any serve.
 - e) If ball lands within the dots area, points will be awarded.
- 6) Each contest will be scored both separately and collectively. Individual event and overall contest winners will receive intramural champion t-shirts.
- 7) Tie-breaker procedure:
 - a) Number of serve locations hit
 - b) Total score on serve drill
 - c) Number of bump locations hit
 - d) Total score on bump drill
 - e) Number of set locations hit
 - f) Total score on set drill