Participation in any and all activities within this facility and/or sponsored by The University of Akron is voluntary. All participants understand and agree that use of this facility and/or participation in an activity sponsored by the university is at their own risk and that the university is not responsible for any incidents, injuries or loss of property that may occur.

All team representatives, including players, substitutes, replaced players, coaches, trainers, spectators and/or other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of Officials assigned to the game as well as the Site Supervisor.

GENERAL INFORMATION:

- All students, faculty or staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Participants Handbook. All participants must present a valid, physical copy, University of Akron ZipCard. NO ID, NO PLAY!
- All games will be played at the Central Hower High School Gymnasium.
- Following three (3) weeks of regular season play, teams will advance to a single elimination playoff bracket, provided their sportsmanship rating maintains a minimum average of 9.
- Each team will consist of four (4) players and must have a minimum of three (3) to participate.
 - Teams may be comprised of any combination of males/females.
- A player may only play on one (1) team in any given league (i.e.: one single-gender team, and one co-rec team).
- Each team shall designate to the Officials a player as the court captain. This person is the only player who may communicate with the Officials.

EQUIPMENT:

- Intramural Sports will provide all required equipment.
- Athletic shoes must be worn. **Metal cleats may NOT be worn.** No sandals, boots or non-athletic shoes will be allowed.
- Players may wear a headband made of soft pliable material. No other headwear will be allowed.
- All jewelry must be removed, and can NOT be taped over.
 - Only Medical Alert bracelets and/or necklaces will be permitted, and must be taped to the body, leaving vital information visible.

GAME FORMAT:

- Each game will be played with three (3) teams of four (4) persons against each other at a time.
- All games will be three (3) 12-minute periods.
- There will be a two (2) minute intermission between periods.
- The opening serve of each period will be determined by a dice roll between captains.

THE GAME:

- The game begins with one team serving the ball.
- To serve the ball, three (3) players hold the ball up while the fourth player hits the ball.
- The team called must catch the ball before it touches the floor.
- If the catch is successful, the receiving team serves.
- If the ball touches the floor, the other two (2) teams get one (1) point each and the receiving team serves.

- The ball is considered out-of-bounds if it touches the wall, dividing curtains, basketball hoops and and/or any other physical obstacles surrounding the playing area.
 - If played on Courts 4 and 5 of The Student Recreation and Wellness Center the pullup bars on Court 4 are OUT – please use caution near the ends of the court.

SUBSTITUTIONS:

- Unlimited substitutions are allowed, but may only be made after a fault has been called.
- Substitutes must make themselves known to the scorekeeper and be beckoned by the officials before entering the game.

THE SERVE:

- Three (3) members of the same team must be in contact with the ball so the fourth team member can hit it.
- The server must say "OMNIKIN" and the color of another team BEFORE hitting the ball. Both
 must be said loudly enough that all 3 officials can hear it if not, it will be a fault against the
 serving team.
- The server must hit the ball with one or both hands and the ball has to travel at least eight (8) feet in an upward or outward direction.
- The ball may NOT be hit in a downward slope.
- The same person cannot serve the ball twice in a row.

THE RECEIVING TEAM:

- The receiving team has thirty (30) seconds to stop the ball and serve it again.
- The receiving players can control the ball with any part of the body.
- A maximum of two (2) players may be in contact with the ball while walking; 3 or more teammates moving with the ball will be a walking violation.
- A player may not "trap" the ball between his/her arms.

FAULTS:

- A fault by any team will result in one (1) point being awarded to BOTH of the opposing teams.
- It will be a fault on the serving team when:
 - The server hits the ball out of bounds
 - o The server hits the ball in a downward slope
 - o A player serves the ball twice in a row
 - A server does not say either "OMNIKIN", an opposing color, OR serves the ball before saying either word
 - o Not all four (4) members of the serving team are touching the ball when it is served
 - The serve is not completed within thirty (30) seconds of first touching the ball during reception
- It will be a fault on the receiving team when:
 - o The ball goes out of bounds after the receivers touch it
 - o The receiving team fails to keep the ball from touching the ground
 - A player traps the ball between his/her arms
 - A team moves their feet while three (3) or more players are touching the ball
- It will be a fault on the non-receiving team when:
 - A player from the non-receiving team interferes with a serve, and/or touches the ball first, before the intended receiving team
- If a team faults, they will be the next serving team.
- Any first touching by the non-receiving team is a fault against the non-receiving team.

- Any incidental contact of the ball, by a non-receiving team after first touching, will result in a replay. After first touching has occurred, the team who is responsible for the contact will be at fault.
 - ie: During mid-play, the receiving team intentionally throws it at an opposing team; the receiving team is at fault.
 - o ie: During mid-play, a non-receiving team intentionally interferes and contacts the ball; the non-receiving team is at fault.

AWARDS:

• The winning team will receive Intramural Sports Champion T-shirts.

Updated 8/15/18