4SQUARE VOLLEYBALL INTRAMURAL RULES

Crossnet is a cross between foursquare and volleyball and is for 4 or more players.

Equipment:

One Crossnet net and one volleyball, provided by The Office of Student Life and Engagement. Boundaries will be marked with lines.

To start:

The 4 players take their positions, one in each square. If there are additional players, they must form a line along the outside area of square 1. Square position is decided by a drawing.

The Game:

Players focus on getting to the 4th square while scoring 11 points.

The game starts with the player positioned in square 4 serving the ball across the nets to square 2. The direction of the service is diagonal.

The player in square 2 must return to the ball over the net to any of the other squares.

The game continues with players rallying the ball until one of the players misplays.

A player who misplays is “out” and must return to square 1 or, in the case of more than 4 players, must join the back of the line formed outside square 1, while the rest of the players rotate into the empty space in a clockwise direction. Players who are in a higher position square do not rotate with the rest of the players.

Players in square 4 only leave square 4 if they misplay or another player gets them out.

Players only have one hit to get the ball over the net and into another square.

The player in square 4 scores by getting other players out or when other players get each other out. Players in square 4 can also earn additional points by being the last player to touch the ball before another person fails to deliver the ball over the net.

The overall winner of the game is the first player in square 4 to score 11 points.

If there is a tie, additional rules apply. The game includes a “win by 2 points” rule. This means that if any 2 players reach 10 points at the same time, the winner is the player that can get 2 more points than the other opponent.

When a player is out, they join the back of the queue or return to square 1.

When is a player out?

A player is out in the following instances:

- The player hits the ball out of bounds.
- The ball lands in the player’s square.
- The player hits the ball more than once (double-hitting).
- The player hits the ball near another player’s section of the court, but it lands out of bounds.

Watch this Instructional Video

Rule Enforcement:

1. All games are self-officiated with one Court Monitor.
2. If a rule discrepancy occurs, the captains should consult the Court Monitor. A team may appeal to the Court Monitor if they feel a player has violated any rule.
3. If an agreement cannot be reached, the protesting competitor(s) should make clear that the remainder of the contest is played “under protest”. After the contest, the protesting competitor may email the Student Activity and Recreation Specialist with details of the protest and copy all participants.

Code of Conduct

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of court monitors.
3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and refrain from using foul or abusive language.