



RECREATIONAL SERVICES

Intramural Rulebook



Wallyball

TABLE OF CONTENTS

SECTION 1. COURT AREA AND EQUIPMENT	1
SECTION 2. SCORING AND TIMEOUTS	1
SECTION 3. RULES OF PLAY	1
SECTION 4. PLAYERS AND TEAMS	2
SECTION 5. THE SERVICE	2
SECTION 6. PLAY AT THE NET	2
SECTION 7. PLAYING THE BALL	3
SECTION 8. TEAM AND PLAYER FAULTS	5
SECTION 9. MISCELLANEOUS	5

WALLYBALL RULES

Section 1. Court Area and Equipment

- Art 1. Court - The court area shall be the size of a standard racquetball court.
- Art 2. Net - The net shall be 3' wide overall and extend the entire width of the court. The net shall be installed across the center line of the court no higher than 8' above the ground.
- Art 3. Service Area - The service area is designated by a blue line 1 1/2" wide which extends the entire length of the court 3 feet from the back and front walls, respectively.

Section 2. Scoring and Time-Outs

- Art 1. Match Length - All matches shall consist of the best two out of three games.
- Art 2. Point - The serving team receives a point when the receiving team commits a fault.
- Art 3. Side-Out - A side-out is declared when the serving team commits a fault and the ball is turned over to the receiving team. No points can be scored on a side-out.
- Art 4. Game - A game is won by the first team to score 15 points, or the most points in a pre-determined time, provided there is a two point advantage. In the case of a tie, the teams shall continue to play until one team has a two point lead.
- Art 5. Time-Outs - Each team shall be allowed two (2) time-out periods limited to 30 seconds each per game. A team may terminate a time-out period before 30 seconds has expired by indicating they are ready to resume the game.

Section 3. Rules of Play

- Art 1. Pre-Game Toss - A coin toss shall be made before the start of the first game of the match between the two team captains.
- Art 2. Choice of Side or Service - The winner of the coin toss shall choose to serve first or which side of the court his team shall play on during the first game of the match. The loser of the coin toss chooses the remaining option. The team not serving first in the first game shall serve first the second game.
- Art 3. Choice of Side or Service in Deciding Game - The team with the most total points scored in Games 1 and 2 shall choose the playing side or first serve in a deciding game. In the case of a tie, a re-toss shall be required. Both teams shall change sides after one team scored eight points in the deciding game. Service shall continue with the same server and all other team members shall resume the same positions they were in before the change of sides took place.
- Art 4. Change of Sides Between Games - Except for a deciding game, teams and team players will change sides after each game of a match.
- Art 5. Interruptions in Play - Play shall stop immediately in the event of injury or if an object thrown on the playing court endangers a player's safety. When an interruption occurs, the point shall be replayed.
- Art 6. Out of Bounds - The ball shall be called out of bounds whenever it hits the ceiling or back wall on the opponent's side or two or more walls consecutively on a serve or volley.
- Art 7. Back Wall in Play or in Bounds - The back wall is in play only on the side of the team that is returning the serve or volley, provided a player on

that team touches the ball first.

- Art 8. Ceiling in Play or in Bounds - The ceiling is in bounds only on the side of the team that is returning the serve or volley, provided a player on the team touches the ball first.
- Art 9. Hitting the Ball Out of the Court - Any time the ball is hit outside the court area, i.e into the spectator's gallery, on the first or second hit or volley, the ball shall be declared dead and the point replayed. No loss of point or serve will be called. However, if the ball is hit into the spectator's gallery on the third hit or volley, a point or side-out will be called. If the ball touches the opponent's ceiling before leaving the court area, the ball will be called out of bounds and a side-out declared (loss of point or serve).

Section 4. Players and Teams

- Art 1. Numbers of Players - In Intramural Wallyball, each team shall be comprised of two persons. No substitutions are allowed.

Section 5. The Service

- Art 1. Legal Service - The player in the back position of the court shall put the ball in play by hitting it with one hand only or any part of his arm in an attempt to send the ball over the net and into the opponent's court. The serve is good if the ball passes over the net without touching a member of the serving team or the net. A served ball that hits a wall on either the serving team's side or the receiving side is good provided the ball contacted only one wall before landing in the opponent's court.
- Art 2. Length of Service - Service shall continue by a team, until a fault is committed by the serving team and the ball turned over to the opponents (side-out) or the game is completed.
- Art 3. Illegal Position of the Server - The game shall stop immediately when the server has been discovered out of the designated serving order. Any points earned while the server was in an illegal position shall be canceled and a side-out declared. If the server is discovered out of the designated service order after a side-out is called, all points scored shall count.
- Art 4. Screening - No members of the serving team may screen the server from the opposing team by raising their hands above their heads, or moving their arms from side to side to hide the actions of the server.
- Art 5. Player Positions at Service - All players, except the server, shall have both feet fully on the ground during the serve.
- Art 6. Service Faults - Any of the following committed during the service shall count as a fault:
 - 1. A served ball contacts the net.
 - 2. A served ball lands in the next court or in the spectators gallery.
 - 3. A serve is not executed from the designated service area.
 - 4. A server crosses the service line at the same time the serve is executed.
 - 5. A served ball hits a member on the serving team.
 - 6. A serve is delivered by the wrong server.
 - 7. A serve was executed improperly.
 - 8. Players on the serving team screen the server from the opposing team.

Section 6. Play at the Net

- Art 1. Touching the Net - A ball that touches or rebounds off the net or net

- hardware may be played again provided it was not on the serve.
- Art 2. Ball Crossing the Net - A ball that crosses over the net entirely is considered good.
- Art 3. Ball Contacting and Crossing the Net - If only part of a ball crosses the net and is subsequently hit by an opponent, the ball is considered as having crossed the net.
- Art 4. Player Contact with the Net - A player or any part of his body or clothing that touches the net while the ball is in play shall be charged with a fault, unless the ball is driven into the net with such force that it causes the net to touch a player.
- Art 5. Reaching Over the Net - In returning the ball, a player may follow-through over the net, provided he first makes contact with the ball on his side of the playing court. Players attempting to block may reach across the net but shall not contact the ball until an opponent strikes the ball in an attempt to send it back into the opponent's court.
- Art 6. Recovering the Ball From the Net - A ball may be recovered and played from the net.
- Art 7. Crossing the Center Line - A player may cross over the center line provided he does not touch the net or interfere with an opposing player. If a player crosses the center line and interferes with an opponent, side-out or loss of service is declared depending on which team committed the fault.
- Art 8. Simultaneous Contact by Opponents - A double fault will be called and the point replayed when opposing players contact the net simultaneously.
- Art 9. Ball Crossing the Vertical Plane of the Net - A ball that crosses beneath the vertical plane of the net may be played or returned by an attacking team player provided he does not interfere with an opponent.
- Art 10. Ball Directly Above the Vertical Plane of the Net - A ball directly above the vertical plane of the net may be played by either team.
- Art 11. Dead Ball - A ball becomes dead when:
1. The ball hits the floor.
 2. The ball hits two or more walls consecutively on the receiving team's side.
 3. The ball hits the ceiling on the opponent's side.
 4. The ball hits the back wall on the fly on the receiving team's side.
 5. The ball is hit out of the court and into the viewing gallery.
 6. A served ball hits the net.
 7. The referee sounds his whistle.
 8. A player commits a fault.
- Art 12. The Honor Call - All players shall call out aloud when they hit or touch the net.

Section 7. Playing the Ball

- Art 1. Number of Contacts With the Ball - Up to three (3) successive contacts with the ball is allowed each team in order to play the ball over the net and into an opponent's court. Contacting the wall does not count as a set or play.
- Art 2. Contacted Ball - Any player that makes contact with the ball shall be considered as having played the ball.
- Art 3. Successive Contact With the Ball by a Player - A player shall not make successive contacts with the ball except when playing a hard driven spiked ball. Successive contact with a spiked ball shall count as one attempt to play the ball.

- Art 4. Simultaneous Contact With the Ball by Blockers - A player who participates in a block and makes only one attempt to play the ball during the block, may make successive contact with the ball during such play even though it is not a hard driven spiked ball. Players participating in a block may participate in the next play; this second contact shall count as the first of three hits allowed a team.
- Art 5. Simultaneous Body Contact With the Ball - Any part of the body including or above the waist can hit the ball simultaneously so long as the ball rebounds quickly after such contact.
- Art 6. Playing Two or More Walls - Contacting two or more walls with the ball is allowed only by the team in possession of the ball, provided a player on that team touches the ball first. If the ball crosses the net after contacting two or more walls without making contact with a player, a side-out or loss of serve will be called.
- Art 7. Consecutive Contact - Each contact with the ball shall be made by a different member of the same team. If consecutive hits are made by the same player, a fault will be declared.
- Art 8. Holding the Ball - If a player holds, scoops, lifts, pushes or carries the ball momentarily, holding shall be called. A ball is good when hit cleanly from underneath with one or both hands.
- Art 9. Simultaneous Holding by Opponents - A double fault shall be called and the point replayed when players from opposing teams simultaneously hold the ball. If holding is not called, play shall continue. Whichever side of the net the ball falls after simultaneous holding, that team shall be allowed up to three contacts with the ball.
- Art 10. Simultaneous Contact by Teammates - If two players on the same team hit the ball simultaneously, two contacts with the ball will be called and neither player may contact the ball on the next play.
- Art 11. Team Assistance - Teammates shall not hold or assist one another while making a play.
- Art 12. Blocking - Any player may raise his hands above his shoulders close to the net and attempt to intercept the ball from an opponent. A block does not count as one of the three successive contacts allowed a team and may be attempted before the ball passes over the net, while the ball is still in the opponents court or just as the ball crosses the net. A block is good only if the ball is touched by the player attempting the block. A block ball counts as having crossed over the net. A team may attempt a block if: 1) a player on the attacking team serves or spikes the ball; 2) the opponents have made three contacts on the ball; or 3) the ball falls near the net but no player on the attacking team can reasonable make a play on the ball.
- Art 13. Climbing the Wall to Block - Climbing the wall to block a set or serve is illegal.
- Art 14. Multiple Contacts With the Ball During a Block - Multiple contacts with the ball between players participating in a block is legal. A player who participates in a block may contact the ball on the next play, since blocking is not considered one of the three hits allowed a team.
- Art 15. Deflecting the Ball Off the Back Wall - If a player contacts the ball in such a manner that the ball deflects off the back wall on his side of the court and goes over the net, the ball shall be considered good.
- Art 16. Spiking the Ball - Any player may spike the ball.
- Art 17. Ball Spinning into the Opponent's Court and Returning - A ball which spins off the net into an opponent's court and subsequently returns to the

team originally in possession of the ball shall be good, provided it occurred on the first or second contact by the team. If the ball spins off the net on the third hit allowed a team, a side-out will be called. Any team member other than the last player to hit the ball can participate in the second or third hit after a ball returns from spinning into an opponent's court.

Art 18. Dinks - A player cannot dink the ball with an open hand. He must use a closed fist, the knuckles or a cobra-type hit.

Section 8. Team and Player Faults

- Art 1. Double Fault - When two opposing players commit faults simultaneously, a double fault shall be called and the point replayed.
- Art 2. Opponents Committing Faults at the Same Time - When opposing players commit faults at approximately the same time, the team that committed the fault first shall be penalized. If it can not be determined which team committed the fault first, a double fault will be declared.
- Art 3. Penalty for a Fault - A fault called on the serving team will result in a side-out and the ball turned over to the receiving team. If the receiving team commits a fault, the serving team shall score a point.
- Art 4. During Play Faults - Any of the following committed during play by a player or a team shall count as a fault:
1. The ball is played more than three times consecutively by a team.
 2. The ball touches the ceiling on the opponent's side.
 3. The ball hits two or more walls consecutively on the receiving team's side.
 4. The ball hits the back wall on a fly or volley on the receiving team's side.
 5. The ball hits the floor of the court.
 6. The ball is hit twice by the same player consecutively.
 7. The net is touched by a player while the ball is in play.
 8. A player crosses the center line and touches an opponent.
 9. The ball contacts a player below the waist.
 10. A player holds the ball.
 11. The ball is thrown or pushed by a player.
 12. The ball lands outside the court or in the spectator's gallery.
 13. A personal penalty is called on a player.
 14. A game is delayed.
 15. An illegal block is attempted.
 16. Players purposely distract the opponents.
 17. A time-out exceeds 30 seconds.
 18. A player illegally assists a teammate.

Section 9. Miscellaneous

- Art 1. Co-Ed Play - The rules involving males and females on the same team shall be the same as the rules which govern all team play.

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