

# Intramural Wallyball Rules

## General Rules:

1. Wallyball (co-rec) is a team game played by 4 players on each side; 2 female players and 2 male players on the court at one time. The object is to send a ball over the net and within the boundaries of the court so that the opposing team is unable to return it or prevent it from hitting the ground.
2. A team may start with a minimum of 2 players; one male and one female. Substitutions may be made if your team has the serve as in volleyball.
3. A match consists of 3 games; first team to win 2 out of 3 wins.
4. Teams will switch sides after each game.
5. Proper athletic shoes are required to play.
6. The league will consist of a double-elimination tournament.

## Scoring:

1. Your team needs to be serving in order to score a point. However, if a third game is required, rally scoring will be in effect where a point will be awarded for each serve regardless of which team served.
2. A game is won when one team reaches 15 points with a two-point lead meaning if a game is tied at 14, the teams will continue to play until one team wins by two points or is the first team to reach 21 points.
3. If a team fails to return the ball correctly over the net, a fault is recorded against the team. If the penalized team is serving, it loses service.

## Rotation:

1. On the change of service, members of the team that is to serve rotate one position clockwise before serving. The order of rotation must remain constant in each game.

## Service:

1. A legal service is contact with the ball to initiate play in which the ball must be hit with one hand, fist, or arm of the server. The ball may be tossed into the air by the server. The ball must be served from the serving area, which is the back right one third of the court with one foot starting on the wall.
2. The ball must cross the net before it hits the wall. It may never hit the ceiling, back wall, or two walls on a serve.

3. The server must get the first attempted serve over the net and in the area of play for a good serve. An unsuccessful attempt to hit the ball is an illegal serve. There are no “do over’s”.

**Playing the ball:**

1. During play, the ball must cross the net and may hit one wall. However, after crossing the net, the ball must be touched by the opponent before it hits another wall.
2. The ball may not hit the ceiling. The ball may only hit the back wall during a defensive play, not an offensive shot.

**Playing the Volley:**

1. After a serve, each team may touch the ball up to 3 times before sending it over the net to their opponent’s court.
2. Contact is allowed with any part of the body above the waist as long as the hits are clean and the ball is not held, scooped, carried in any way, or allowed to come visibly to rest. A two-hand, palm up underhand hit is illegal and will be considered a “carry”. Legal hits include: forearm passing, setting (over-head passing), blocking and spiking.

**Time-Outs:**

1. Each team will receive 1 timeout per game. Either side may call a time-out if it is during a dead ball situation.

**Blocking:**

1. A block is an attempt to stop, with any part of the body above the waist, the ball from coming over the net. Players may reach over the net to block a returning ball as long as they do not touch the net.
2. A player may not reach over and touch a ball unless their opponent is attacking the ball.

**Spiking:**

1. Players may attack (spike) a ball and follow through over the net as long as they do not touch the net.

**Rulings:**

1. Players on the court will settle all disputes. If teams cannot come to an agreement on a call, play the point over.
2. There will be a supervisor on the second floor looking down on the game to answer and questions about rules and keeping score.