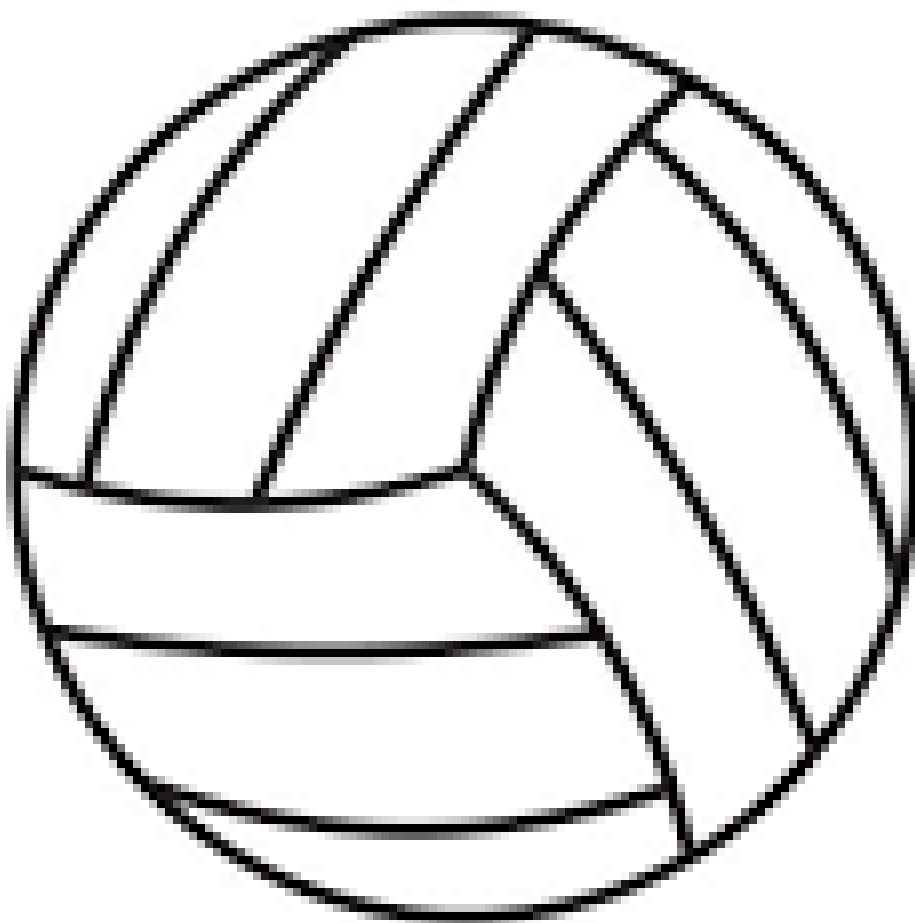


Wallyball Rules



Facility: Racquetball Court 4 located on the fourth (4th) floor of the recreation center. The playing area is a standard racquetball court including all walls and the ceiling.

Roster Management: Rosters may consist of as many players as a team desires, however the championship team will only be awarded eight (8) mugs and championship t-shirts.

Minimum Player: Teams consist of 4 players, 2 males and 2 females. A co-rec league must have at least 3 players to start a match (at least 1 of each gender). Players who arrive late may be added to the roster and may enter the game during a dead-ball situation.

Equipment: All players must wear athletic style shoes. Players will not be permitted to wear turf, black marring sole, or any type of shoe that creates marks on the court surface. Shoes must be worn by all players. Sandals, flip-flops, and boots are not permitted.

Game Duration: All matches will be best 2 of 3 games.

Scoring: In the first and second games, **the game will be won when one team has scored 21 points and has at least a 2-point advantage** over the opponent. No game shall exceed 25 points. If the teams are tied at 24-24, the next point scored will determine the winner. **The third and final game will be won when one team has scored 11 points and has at least a 2-point advantage over the opponent.** The cap will be at 15 points in the third game.

All games will use the rally scoring system with a point awarded following every play.

Game Rules

Substitutions: Take place once each team has reached 11 points in the first two games or 6 points in the third game. Substitutes are also eligible to enter during team time outs and between games. Either team may sub at these opportunities

If a player becomes injured and cannot continue playing immediately, he/she must leave the court. If a team desires to have that player remain in the game, and if the player cannot continue immediately, that team must use a charged time-out. If an injured player must leave the court, an in-game substitute for the injured player will be permitted. However, the injured player may not return until the next available opportunity

to sub. If a substitute is not available or not made for an injured player, that injured player may return to the match when ready to participate.

Beginning the Match: The choice of serve or side of the playing area will be decided by a game of rock, paper, scissors. If the winner chooses a side or to serve, the opponent chooses whatever the winner did not choose.

Time Outs: One (1) time-out will be allowed per team per game. The time-out shall be 60 seconds in length.

Serving: The service area is three (3) feet from the back wall.

The player in the right back position shall put the ball in play by hitting it with one hand only in an attempt to send the ball over the net and into the opponent's court.

The serve may contact one (1) side wall on either side of the court. A serve that contacts more than one (1) side wall or the back wall before contacting the ground or an opponent shall be considered illegal and a point shall be awarded. Serves that hit the net are considered in play.

At the moment of service it is illegal for players of the serving team to wave their arms, jump, or form groups of two or more players for the purpose of forming a screen to conceal the action of the server.

The serve may not be blocked or attacked by the receiving team.

Contacting the Ball: Three contacts, not including an unsuccessful block, shall be permitted during each team's volley. Note a tip on a block does not count as a touch.

A player may not reach over the net to attack the ball. A player may reach over the net during the follow through after a spike, or during a block on a team's attack or third team hit.

A ball may not be held, lifted, pushed, thrown, or carried at any time. Using an open hand to contact the ball in an underhand motion or to direct the ball forward from behind the head with an open hand usually constitutes a lift or carry.

Any contact with the ball below the waist of a player (intentional or unintentional) is illegal and a point will be awarded. (No kicking)

Climbing the wall to block a set, hit or serve is illegal.

If two opposing players contact the ball simultaneously above the net, either may play the ball on the next hit for the first of their team's three hits. If two teammates contact the ball simultaneously, this is considered one contact, and either of the players may make the next play on the ball. (This does not include action on block attempts.)

The net may NOT be touched by a player while the ball is live. If the ball is driven into the net with such force as to cause the net to contact an opponent, such contact shall not be considered a fault.

Contact with the opponent's side of the court during play constitutes a fault. (You cannot go under the net)

In Bounds / Out of Bounds: A ball that passes through the opening between the net and the wall on the first or second contact shall be considered dead and the point will be considered out of play.

When a team is volleying the ball on their side of the court:

The ball shall be out of bounds whenever it contacts the back wall on the opponent's side. A team may deflect the ball off of the back wall on their side of the court only. The ball does not need to touch another player before crossing over the net into the opponent's court. Such a play is considered legal and the ball will be live and in play.

B. The team may deflect the ball off of the ceiling on their side of the court only. In this case, another player must make contact with the ball before it passes over the net into the opponent's court. If the ball crosses the net after contacting the ceiling without making contact with a player a point will be awarded.

C. The ball may be played off of **no more than 2 side walls** at a time and cross over the net. If the ball hits a third side wall prior to touching the floor it is a point for the other team.

A ball that passes through the opening between the net and the wall on the first or second contact shall be considered dead and the point will be considered out of play.

Rotation: The team that receives the ball for service after a point shall rotate clockwise before serving. This includes a team's first service in a game after their opponent's first serve.

Back row restrictions apply only to the player in the server position of the rotation. Such restrictions apply to both the offense (actual server) and defense (player who most recently served). These players may not spike or block a ball or attempt to spike or block a ball. A back row violation results in a point