

Wallyball Rules

Revised: January 2014



ASSUMPTION OF RISK STATEMENT

All Intramural Sports participants are responsible for their own medical expenses. Any participant unsure of his/her physical condition should check with their physician or the University Clinic before participating in an Intramural Sports contest.

Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches or spectators can result in an unsportsmanlike penalty, ejection or forfeiture of the game. Team Captains will be held responsible for spectator, team and sideline misconduct. Two ejections from any contest will result in an automatic forfeiture.

RULES CHANGES

All rules changes for the 2013-14 seasons have been highlighted for you to easily identify them.

RULE 1: ELIGIBILITY

- 1. PARTICIPATION:** Participation is limited to currently enrolled, fee-paying University of Southern Mississippi students and faculty/staff members with Recreational Sports Memberships.
- 2. SOUTHERN MISS ID CARD:** A current Southern Miss ID must be presented to the Supervisor to participate at each Intramural Sports activity.
- 3. NUMBER OF TEAMS:** Players can compete for only one single sex team and one Co-Rec team, regardless of league classification (example: participants cannot play for a men's recreational team and a men's competitive team).
- 4. SIGNED IN:** Once a participant has signed in for a team, he/she may not transfer to another team.

RULE 2: TEAM COMPOSITION

- 1. TEAMS:** Each team will consist of 4 players. A minimum of 2 players are required to start the game.
- 2. CAPTAIN:** Each team shall designate a team captain to make all decisions.

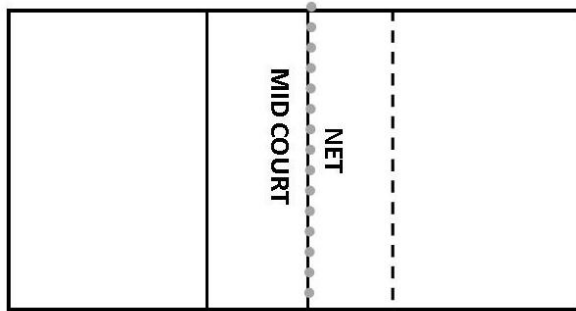
- 3. PARTICIPANTS:** Team representatives including players, coaches, spectators, and other persons affiliated with the team are subject to these sport rules and all Intramural Sports policies.
- 4. SUBSTITUTIONS:** Substitutions may be made between games.

RULE 3: DEFAULTS, FORFEITS AND PROTESTS

- 1. FORFEITS:** If a team fails to appear with the required minimum number of players, ready to play, at the scheduled location at the scheduled start of the game, a member of the Intramural Sports staff will declare the contest a forfeit. Teams that forfeit will receive a 'C' for sportsmanship and will be required to pay \$15 to the Payne Center welcome desk. The captain of the forfeiting team will be suspended from play until that payment is made. Teams are only allowed one forfeit per sport per season. Teams are allowed one default or forfeit per sport. Upon the second infraction that team will be dropped from the league.
- 2. DEFAULTS:** If a team knows that they will be unable to play a scheduled game, the team captain must contact the Intramural Sports Office by 12:00 PM the day of the contest to declare a default. The defaulting team will receive a loss and a 'B' for sportsmanship. Teams are allowed one default or forfeit per sport. Upon the second infraction that team will be dropped from the league.
- 3. PROTESTS:** Protests involving rule interpretations will be considered immediately following the incident in question. Play will be suspended until an Intramural Sports supervisor rules on the protest. If a team continues to play without calling the supervisor to the game site, then that team forfeits its right to a protest. Protests will not be honored after play has resumed. Judgment calls cannot be protested. If the protest is not approved, the protesting team is charged with a time out. If the protest is upheld, they delay shall count as an official's time out. Official's judgment calls cannot be protested.

RULE 4: PLAYING AREA AND EQUIPMENT

- 1. PLAYING AREA:** All games will be played in the Payne Center racquetball courts.



2. **WALLYBALLS:** Wallyballs will be provided by the Intramural Sports program.
3. **SHOES:** Athletic, close toed shoes are required.
4. **JERSEYS/SHIRTS:** Teams are encouraged to furnish their own like-colored jerseys.
5. **ATTIRE:** Players must wear athletic attire.
6. **JEWELRY:** No jewelry may be worn. Jewelry must be removed before participating in Intramural Sports. Medical alert bracelets are permitted but they must be taped down. Taping of all other jewelry is not permitted.
7. **BLOOD RULE:** When a player is bleeding, has an open wound, or an excessive amount of blood on his/her uniform the player will be directed to leave the game. The injured player is not to return until the bleeding has stopped, the wound is covered, and the bloody uniform is changed.

***The Intramural Sports staff has the right to deem certain equipment unsafe or illegal.

RULE 5: LENGTH OF THE GAME AND TIMING

1. **LENGTH OF THE GAME:** All matches will be the best 2 of 3 games. The first team to reach 21 points winning by 2 will be declared the winner of the match.
2. **TIE BREAKER:** If each team has won an equal number of games at 20 minutes one additional game will be played to determine the winner.

RULE 6: PLAYING THE GAME

1. **RALLY SCORING:** All games will utilize the rally scoring system. If the serving team wins the rally, the team scores a point and continues to serve. If the receiving team wins the rally, the team scores a point and gains the serve.
2. **VOLLEY FOR SERVE:** Teams shall volley for service. The winner of the volley shall choose either to serve or which side of the court to play. The team not awarded service shall serve first in the second game.
3. **LEGAL SERVE:** The serve is good if the ball passes over the net without touching a member of the serving team. A served ball that hits a wall on either the serving team's side or the receiving side is good, provided the ball contacts only one wall before landing in the opponent's court.
 - a. The service area is three (3) feet from the back wall.
 - b. 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.
 - c. 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 side-out shall be awarded. Serves that hit the net are considered in play.
 - d. Hitting two (2) or more walls consecutively on the serve shall be considered out of bounds / illegal.
 - e. 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.
 - f. The serve may not be blocked or attacked by the receiving team.
4. **SERVING ORDER:** Players must maintain the serving order. Serving order may be changed after each game only.
5. **DURING THE SERVE:** Prior to and during the serve, all players must be in their designated positions.
6. **AFTER THE SERVE:** Players may move to an alternate offensive or defensive position.
7. **CONTACT WITH THE BALL:** Up to three successive contacts with the ball are allowed per 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.
 - a. Three contacts, not including an unsuccessful block, shall be permitted during each team's volley.

- b. 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.
- c. 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.
- d. Any contact with the ball below the waist of a player (intentional or unintentional) is illegal and a point/side-out will be awarded.
- e. Climbing the wall to block a set or serve is illegal.
- f. 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.
- g. 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.)
- h. The net may not be touched by a player while the ball is alive. 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.
- i. Contact with any other part of a player's body with the opponent's side of the court during play constitutes a fault.

8. IN BOUNDS: The ceiling or back wall may be played if the ball remains on the playing teams side of the net/court and they have hits remaining.

9. OUT OF BOUNDS: The ball shall be called out of bounds whenever it hits the ceiling or back wall and then lands on the opponent's side. The ball will also be called out of bounds if the ball hits two or more walls consecutively on a serve, volley, or block.

10. DEAD BALL: A ball becomes dead when:

- a. The ball hits the floor.
- b. The ball hits two or more walls consecutively on the receiving team's side.
- c. The ball hits the ceiling and lands on the opponent's side.
- d. The ball hits the back wall on the fly on the receiving team's side.
- e. A player commits a foul.
- f. The ball passes through the space between the net and the wall.

11. SUBSTITUTION: A substitute shall take the position of the player replaced without change in the service order. A substitution may be made only when the ball is dead.

12. REACHING UNDER THE NET: A player may not reach under the net and touch the ball or a player on the opposing team when the ball is in play on the opponent's side of the court.

13. CONTACT WITH THE NET: It is a foul when a player or a player's clothing touches any part of the net. (Exceptions: incidental contact of the net by a player's hair or glasses; a ball is driven into the net and causes the net to touch a player).

14. CENTER LINE: A player may touch the floor across the center line with one or both feet/hands provided a part of the foot/feet or hand(s) remains on or above the center line. Contact with any other part of a player's body with the opponent's side of the court during play constitutes a fault.

RULE 7: SPORTSMANSHIP

1. RATING: Each team will begin the contest with a 4 sportsmanship rating and shall be rated by the officials at the end of the contest. The authority of the officials' ratings exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the score sheet prior to captain signing off on the score and sportsmanship rating.

A. (4.0) – Excellent Sportsmanship: Players cooperate fully with the Intramural Sports staff and opposing team members. If necessary, the captain converses calmly with officials about rule interpretations and calls.

B. (3.0) - Good Sportsmanship: Team members verbally complain about some decisions made by the Intramural Sports staff and/or show minor dissent which may or may not merit a conduct warning (unsportsmanlike penalty / technical foul / yellow cards / etc.). Teams that receive one conduct warning will receive no higher than a "B" rating.

C. (2.0) - Mediocre Sportsmanship: Team constantly comments to the Intramural Sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection or two conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "C" rating.

D. (1.0) - Below Average Sportsmanship: Team constantly comments to the Intramural Sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection and one conduct warning or a combination of three conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "D" rating and the game will be forfeited.

F. (0) - Unacceptable Sportsmanship: Team is completely uncooperative. Captain has no control over teammates and/or him/herself. Any team that receives two ejections or four conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive a "F" rating and the game and season will be forfeited.

RULE : CO-REC CLARIFICATIONS

- 1. TEAM COMPOSITION:** Each team will consist of 4 players on the court. A minimum of 2 players are required to start and continue the game.
 - a. 4 players are on the court – 2 males and 2 females
 - b. 3 players are on the court – 2 males and 1 female or 1 male and 2 females
 - c. 2 players are on the court – 1 male and 1 female