Wallyball Rules
(Open & CoRec)

Mission Statement:
Campus Recreation collaborates with the university community to offer exemplary facilities, programs and services that inspire participation and engagement.

Rule 1: Eligibility

1. All participants are subject to the Eligibility guidelines, which are listed in the current Intramural Sports Participant Handbook.
2. Participation is limited to currently enrolled U of A fee paying students, and U of A Faculty/Staff and Affiliates that have a current Department of Campus Recreation membership.
3. All players must sign in with the Supervisor at site prior to game time with a current Catcard.
4. No ID, no play, no exceptions.
5. If your team forfeits, $5 will be charged to the Bursar’s accounts of any absent team members.

Rule 2: The Game, Players and Equipment

1. Games shall be played between two teams of 4 players each. Teams must start and end with a minimum of 3 players. There is a maximum of 20 players per team.
2. A match consists of best 2 out of 3 games. The third games must be completed within the one hour time limit and will go to 15 points. All games are rally scoring. The team that has scored 21 points and is at least two points ahead shall win a game (or first team to 30).
3. Players of opposing teams must wear contrasting colored jerseys/shirts.
4. In an effort to maintain the safest environment possible please abide by the following:
   a. All rings, necklaces, studs, and watches, bracelets etc. must be removed prior to playing.
   b. Wedding bands may be taped over
   c. Glasses should be secured with a guard strap.
   d. Medical bracelets or chains are allowed.
   e. All braces with metal/hard plastic must be wrapped.
   f. Individuals wearing casts are not allowed to play.
   g. All body piercing must be removed prior to playing.
   h. In certain sports hats cannot be worn during the game.
5. The Supervisor reserves the right to prohibit any apparel that is deemed unsafe or not within the spirit of the game.
6. Each team shall designate to the Supervisor a captain. The captain shall address the Supervisor on matters of interpretation or to obtain essential information.
7. Game balls will be provided.
8. If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the first game is declared a forfeit. The same 10 minute rule shall apply to the second game.
9. All players shall wear non marking shoes.
10. Ceiling and back wall on own side is in bounds if own player touches it.
11. The ball is out of bounds when, while crossing the net, hits the ceiling, back wall of opponent’s side or two walls consecutively on service, volley or block.
12. Each team is allowed two 30 second timeouts per game.

**Rule 3: Service**

1. Winner of coin toss shall elect to serve, receive or choose a side. There will not be a second coin toss for the third game.
2. Server cannot spike or block in 4 person play.
3. If server catches the ball on service toss, the server can replay the serve.
4. A point occurs for the following service faults:
   a. Ball does not pass over the net.
   b. Ball touches teammate or any other object before crossing the net.
   c. Ball touches wall.
   d. Server fails to serve the ball within 5 seconds.
5. The service order must be kept prior to serving.
6. Any attempt to screen the receiving team from seeing the trajectory of the serve is side out. This includes two or more players standing together, or one player with hands above the head as the serve passes over him/her.
7. At the time the ball is contacted for the serve, all players must be in their proper order.

**Rule 4: Playing the Ball**

1. Each team is allowed three successive contacts of the ball in order to return it.
2. A ball cannot contact below the waist.
3. The ball may contact any number of body parts provided that such contacts are simultaneous and that the ball rebounds immediately and cleanly.
4. Touching a ball in an attempt to block does not count as a hit and the same player may make the first contact.
5. Contact with the ball must be brief and instantaneous. When the ball visibly comes to rest momentarily on any part of a player, it is considered as having been held. Lifting, pushing, carrying, or changing the direction of the ball are forms of illegal contact.
6. Receiving a served ball with an overhead pass using open hands is not necessarily a fault, however, it is recommended to receive the serve with a forearm pass.
7. When two players of the same team simultaneously contact a ball it is considered one contact and either player may make the next contact.
8. A player is not allowed to attack the ball on the opponent’s side of the net.
9. No climbing or using the walls or players assisting each other to gain height at the net.
10. A ball can hit the back wall and over the net directly (when being played by your side), but if two walls are touched, another player must touch it before going over the net.
11. If a ball spins across to the opponent’s side and back to yours on the 1st or 2nd hit, you can play your 2nd or 3rd hit. If it is on the 3rd hit that it spins back, loss of point or side out occurs.
12. A player is allowed multiple contacts of the ball on any first ball over the net (block does not count) providing it is one attempt to play the ball.
Rule 5: Blocking

1. Only the players who are in the front row at the time of the serve may legally accomplish blocking. Back row players may not participate in a block.
2. The team, which has affected the block, shall have the right to three additional contacts after the block.
3. Any player participating in a block shall have the right to make the next contact.
4. Multiple contacts of the ball by a player participating in a block shall be legal provided it is during one attempt to intercept the ball.
5. Multiple contacts of the ball during a block shall be considered a single contact, even though the ball may make multiple contacts with one or more players of the block. The ball may come to rest briefly during the block.
6. Blocking a served ball is prohibited.
7. It is legal to block a ball on the opponent's side of the net provided if the trajectory of the ball would have caused it to break the plane of the net or if there are no attacking players able to play the ball.
8. A blocked ball is considered to have crossed the net.

Rule 6: Play the Net

1. Any ball hitting the net may be played off of the net.
2. A player or any part of his body or uniform 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 contact a player, such contact shall not be considered a fault.
3. If opponents contact the net simultaneously, it shall constitute a double fault and the point will be replayed.
4. If a player accidentally contacts any part of the net supports, such contact should not be counted as a fault provided that it has no effect on sequence of play. Intentional contact or grabbing of such objects shall be penalized as a fault.
5. Contacting the opponent's playing area with any part of the body except the feet is a fault. Touching the opponent's area with a foot is not a fault provided that some part of the encroaching foot remain on or above the centerline and does not interfere with the play of an opponent.

Rule 7: Faults

1. Faults result in a point and change of service.
2. A fault shall be declared when:
   a. The ball touches the floor.
   b. The ball is held, thrown, or pushed.
   c. The ball contacts a player below the waist.
   d. A team has played the ball more than three times consecutively.
   e. A player touches the ball twice consecutively.
   f. A team is out of position at the serve.
   g. A player touches the net.
   h. A player completely crosses the centerline and contacts the opponent's playing area.
   i. A player attacks the ball above the opponent's playing area.
   j. The ball is played by a player being assisted by a teammate as a means of support.
   k. A player reaches under the net and touches the ball or an opponent while the ball is being played by the opposite team.
   l. Blocking is performed illegally.
m. The ball is served illegally (service fault).

CoRec Modifications

1. Teams consist of 4 players; however, a team may start or continue with a minimum of 3 players.
   a. 4 players = 2 men + 2 women
   b. 3 players = 2 men + 1 woman or 1 man + 2 women
2. If the ball is contacted on a side more than one time, a female must play the ball. A male or female may return the ball directly from a serve or during a rally.

ADDITIONAL INFORMATION ON RULES CAN BE FOUND IN OUR CURRENT INTRAMURAL SPORTS PARTICIPANT HANDBOOK.