

East Carolina University
Intramural Sports
Wallyball Rules

Any rule not specifically covered will be governed in accordance with the American Wallyball Association rules.
Modifications have been made to suit East Carolina Intramurals.

I. **Equipment**

- A. Players must wear athletic type shoes. Street shoes, shoes with black rubber soles and turf shoes will not be allowed.
- B. Hats such as baseball hats and knit stocking hats shall not be worn during Intramural competition.
- C. All jewelry must be removed in order to play.
- D. CRW shall provide game balls. Balls for warm-up must be provided by the participants.

II. **Starting the Game**

- A. All games will be self-officiated. Captains will have 30 seconds to come to a conclusion concerning faults.
- B. Prior to the match the captains from both teams will participate in a coin toss. The captain who wins the coin toss will have choice of:
 - a. Service in either the first or second game, **OR**
 - b. Side of court in either the first or second game.
 - 1. Teams will change playing areas at the end of the first game.
 - 2. Prior to the third game another coin toss will take place.
- B. Teams should consist of four players. A minimum of three players must be present to avoid a forfeit.

III. **Match Length**

- A. A match will consist of the best two out of three games.
- B. Rally scoring will be used for all games. Games will be played until a team scores 21 points. There is NO TWO-POINT rule. If a third game is needed it will be played until a team scores 15 points.
- C. A forty-minute clock will be used from the start of the match. If time expires during play, the current point will continue until the ball becomes dead. Whichever team is leading the game when time expires will be ruled the winner of that particular game. (If time expires and the match is tied 1-1, the tie will be broken by playing one (1) rally point).
***EXCEPTION: During Championship Night, no time limit will be used. Games will be played until a winner is determined using the best two out of three format.**
- D. Time-outs
 - 1. Each team may use one (1) time-out per game.
 - 2. A captain may request a time-out when the ball is dead.

IV. **Substitutions**

- A. Players may substitute during any dead ball. However, once a starter has been replaced by a substitute those two players may only replace each other.
- B. A player is allowed an unlimited number of substitutions.
- C. Players who arrive late must check-in and wait for a substitution opportunity before entering the game.
- D. If a player receives a yellow card, he/she must substitute out of the game and re-enter at the next available substitution opportunity (ie: sit out at least 1 point).

V. **Out of Bounds**

- A. The ball shall be called out of bounds whenever it hits the ceiling or back wall on the opponents side.

VI. **The Serve**

- A. 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.
- B. The serve is good if the ball passes over the net without touching a member of the serving team.
- C. 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.
- D. When the ball is contacted, no part of the server's body can be in contact with the service line.
- E. Players must maintain the serving order that started the game. Serving order may be changed after each game only.
- F. Servers may serve from anywhere in the marked 3 feet area from the end of each court.

VII. **Play at the Net**

- A. The service area is designated by a line, three feet from the end wall. The service area extends the entire length of the end wall.
- B. A ball that touches or rebounds off the net or net hardware may be played unless the team has already contacted the ball three times.

- C. A player or any part of his/her body or uniform that touches the net while the ball is in play will 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.
- D. A player may step on, but cannot cross the centerline.
- E. A ball directly above the vertical play of the net may be played by either team.
- F. If a net does not extend to the wall, any ball passing through the opening between the net and wall on the first or second hit will be replayed. A ball passing through the opening on the third hit or serve will result in a point be awarded to the receiving team.
- G. A player may follow through over the net provided he/she first makes contact with the ball on his/her side of the playing court.
- H. Players attempting to block may reach across the net but shall not contact the ball until the opponent strikes the ball in an attempt to send it to the blocker's side of the net.
- I. A player cannot block an opponent's set unless it crosses the vertical plane of the net.

VIII. **Playing the Ball**

- A. Up to three contacts with the ball are allowed for each team in order to play the ball over the net into the opponent's court. NOTE: A block does not count as one of the three contacts allowed by a team.
- B. A player who participates in a block and makes only one attempt to play the ball during the block may make successive contacts with the ball during such play.
- C. Contacting two or more walls with the ball is allowed only by the team in possession of the ball on their own side of the court, provided a player on that team touches the ball first.
- D. If the ball crosses the net after contacting two or more walls without making contact with a player, a point will be awarded to the opposing team.
- E. Holding, lifting, scooping, pushing, or carrying the ball with one or two open hands, either underhand or overhand, is a fault and a point will be awarded to the opposing team.
- F. If a player contacts the ball in such a manner that the ball deflects off the back wall on his/her side of the court and goes over the net, the ball shall be considered good.
- G. There is no 'front row' or 'back row' designation and players may attack from any position.

IX. **Faults**

- A. When two opposing players commit faults simultaneously, a double fault shall be called and the point replayed.
- B. When opposing players commit faults at approximately the same time, the team that committed the fault first shall be penalized. If it cannot be decided which team committed the fault first, a double fault will be declared.
- C. A fault called on the serving team will result in a point being awarded to the opposing team and turned over to the opposing team for serve.
- D. Any of the following faults committed during play by a player or team shall result in a point and the ball awarded to the opposing team for serve:
 - the ball is played more than three times by a team
 - the ball touches the ceiling on the opponent's side
 - the ball hits two or more walls consecutively on the receiving team's side
 - the ball hits the back wall on the fly or volley on the receiving team's side
 - the ball is hit twice by the same player consecutively
 - the net is touched by a player while the ball is in play
 - a player crosses the center line
 - the ball hits the floor of the court
 - a ball contacts a player below the waist
 - a player holds, carries, scoops, or lifts the ball

Additional Co-Rec Modifications

I. **Starting the Game**

- A. Teams must consist of 4 players (2 women and 2 men). A team will be considered legal as long as the number of men or the number of women does not exceed the maximum number (2) allowed to play the sport. At least one member of each sex must be present at the scheduled match time to constitute a legal team. A minimum of three players must be present to avoid a forfeit.

II. **Substitutions**

- A. Men and women must alternate positions in the rotation order.
- B. Substitutions must be male-for-male and female-for-female.

III. **General Rules/Regulations**

- A. The ball may be contacted a total of three (3) times by a team before it is sent over the net. When a ball is played more than once by a team, **a player of each gender must contact the ball before it crosses the net.**