

WALLYBALL RULES

INTRAMURAL SPORTS 

2009

EQUIPMENT

- A. Athletic attire required.
 - 1. Court shoes, tennis shoes, sneakers are required (hiking boots are not court shoes).
 - 2. No dress shirts or long (jeans or dress) pants are allowed.
- B. Participants must remove all jewelry prior to competing.
- C. The Intramural Office will provide a “game” ball for each scheduled contest.
- D. If teams wish to checkout a warm-up ball, they may do so at the Equipment Room with a valid OSU ID.
- E. A valid OSU ID and CWID are required at check-in for every participant.

PLAYERS

- A. A team will consist of four (4) players.
- B. A team may start and play a game with as few as three (3) players.
- C. If the ball is contacted more than once on a side, at least one of these contacts must be made by each gender.
- D. If four players are playing, the ratio must be 2:2. At no time can there be more than one player per gender advantage on the floor.
- E. If a player is injured, the correct gender ratio must be maintained.

FORFEITS

- A. Forfeit time is the scheduled starting time of the contest. A team must be **present and be ready to play** at game time to avoid a Forfeit.
- B. The game will begin when three players from both teams are present and ready to play.
- C. In order to claim a forfeit, a team must have the minimum number of players (3) present and ready to play at forfeit time.
- D. If neither team is able to field a team, a double forfeit will be declared.
- E. **If a team forfeits a contest, they must pay a \$25.00 Forfeit Fee. This fee will be billed to the Captains’ Bursar Account unless it is paid the next business day in the Intramural Office.**
- F. A second forfeit within the same season will result in that team being dropped from league play and an additional Forfeit Fee will be charged.

PLAY

- A. The Game
 - 1. A match shall consist of the best two out of three games to 25, or 50 minutes whichever comes first.
 - 2. Rally scoring is in effect. A team may receive a point on any serve (a point will be awarded on every serve).
 - 3. If at the end of 50 minutes a game is still in progress, the first team to gain a two-point advantage will be declared the winner.
- B. Starting the Game

1. A coin toss shall be conducted. The winner will have the choice to either serve first or to select which side of the court his/her team shall play during the first game of the match.
2. The loser of the coin toss chooses the remaining option.
3. The team not serving first in the first game shall serve first in the second game.
4. Teams will exchange sides after the first game has ended.
5. If a third game is necessary, the team who served first in Game 1 shall have the first serve. The opposing team shall have the choice of court side. Both teams shall change sides after one team scores 8 points in Game 3.

C. Service

1. Serving the ball

- a. The player in the back right position of the court shall put the ball in play by hitting it with one hand only or any part of his/her arm in an attempt to send the ball over the net and into the opponent's court.
- b. The serve must be a clean contact with the ball. Pushing the ball or rolling the ball off the finger is not allowed.
- c. The serve is good if the ball passes over the net without touching a member of the serving team or net.
- d. A served ball may contact only one wall before landing in the opponent's court.
- e. When the ball is hit for service, the server must be within three (3) feet of the back wall.
- f. Players must maintain in the same serving order during the game.
- g. No member of the serving team may attempt to block the view of the receiving team during a serve.
- h. All players except the server shall have both feet on the ground during the serve. Players must be in the designated rotation prior to serve.
- i. After service, players may move to an alternate offensive or defensive position.

2. Receiving the Serve

- a. It is illegal for a player to receive a serve with an open hand pass, or to set the serve.
- b. It is illegal to attack or block a serve.

3. Service Faults

- a. A served ball contacts the net.
- b. A serve is not executed from the designated service area.
- c. A served ball hits a member on the serving team.
- d. The wrong server makes a serve.
- e. Players on the serving team screen the opposing team's view.

D. Playing the Ball.

1. Each team is allowed up to three successive contacts with the ball in order to play the ball over the net and into the opponent's court. The ball striking the wall does not count as a contact.
2. A player shall not make successive contacts with the ball except when playing a blocked spiked ball.

E. Playing Walls

1. Playing two or more walls

- a. If the ball crosses the net after touching 2 or more walls without making contact with a player, it is a side out or point.

2. Back wall

- a. The back wall is in play only on the side of the team that is returning the serve, spike, or volley, provided a player on that team touches the ball first.
 - b. If a player contacts the ball in such a manner that the ball deflects off the back wall on his/her side of court and goes over the net, the ball shall be considered good, as long as it does not strike a second wall.
- F. Ceiling in Play or in Bounds
1. The ceiling is in bounds only on the side of the team that is returning the serve or volley, provided a player on that team touches the ball first.
- G. Hitting the Ball Out of the Court Area
1. Any time the ball is hit outside the court area (the galley or balcony) on the first or second hit or volley, the ball shall be declared dead and the point replayed.
 2. If the ball is hit outside the court area on the third hit or volley, a point or side out will be awarded.
 3. If the ball touches the opponent's ceiling before leaving the court area, the ball will be called out of bounds and a point or side out awarded.
- H. Play at the Net
1. Touching the net
 - a. A ball that touches or rebounds off the net hardware may be replayed again provided it was not on the serve, and provided it is the 3rd attempt or less.
 - b. If a player or any part of his/her body or uniform touches the net while the ball is in play they shall be charged with a fault, unless the opponent's spiked ball is driven into the net with such force that it causes the net to touch a player.
 - c. A double fault will be called and the point replayed when opposing players contact the net simultaneously.
 - d. A ball passing through the side openings of the net on the 1st or 2nd contact is a side-out.
 2. Crossing the Centerline
 - a. A player may not cross over the centerline at any time.
 - b. A player may step on, but cannot go over, the centerline.
- I. Blocking
1. Any player may raise his/her hands above his/her shoulders close to the net and attempt to intercept the ball from an opponent.
 2. Blocker(s) can reach over the net to block, providing the other team has made its third contact of the ball.
 3. The opponent cannot block the set. If any part of the ball has crossed the vertical plane, a free ball is in effect and both teams are entitled to it.
 4. A block does not count as one of the three contacts allowed.
- J. Dead Ball
1. The ball hits the floor.
 2. The ball hits two or more walls.
 3. The ball hits the ceiling and comes down on the opponent's side of the court.
 4. The ball hits the back wall on the fly on the receiving team's side.
 5. A served ball hits the net.
 6. A player commits a foul.

K. Faults During Play

1. Any of the following committed during play by a player or a team shall count as a fault:
 - a. The ball is played more than three times consecutively by a team.
 - b. The ball touches the ceiling on the opponent's side.
 - c. The ball hits two or more walls on the receiving team's side.
 - d. The ball hits the back wall on a fly or volley on the receiving team's side.
 - e. A player holds or lifts the ball.
 - f. Both genders not touching the ball if the ball is contacted more than once on that team's side of the net.
 - g. No climbing or using the walls or players assisting each other to gain height at the net.

SUBSTITUTIONS

- A. The position of a substitute shall be that of the player replaced without change in service order.
- B. Unlimited substitutions are permitted.
- C. Only in the case of an injury can a player substitute in a different position.
- D. A substitution may only be made when the ball is dead.

PLAYER/COACH CONDUCT

- A. Team captains are responsible for the conduct of their players and fans.
- B. Only the captain should address the Supervisor.
- C. Acts of unsportmanlike conduct include, but are not limited to: unnecessary roughness, arguing with the Supervisor, fighting, and abusive language
- D. Any player ejected from a game will be suspended from further participation in Intramural Sports until they meet with the Sport Coordinator (Bonnie Mitchell) and will serve a minimum one game suspension from the time of the meeting. Participating while being ineligible would constitute an eligibility violation and result in a Forfeit.
- E. **If a game is stopped due to unsportmanlike conduct, one or both teams will be charged with a Forfeit and dropped from the league.**

MISCELLANEOUS

- A. The team captain must enter the names and CWID's of all players on the score sheet prior to the start of each contest.
- B. Players arriving late may sign in at that time and upon doing so may enter the game.
- C. Fans must watch from the balcony.
- D. No food or beverages are allowed in the courts.
- E. The Intramural Office does not provide insurance and assumes no responsibility for injuries occurring during intramural sports.