

University of Wyoming
INTRAMURAL SPORTS

Wallyball Rules

(Updated 7/07)

General Rules Adapted for Intramural Play.

1. Uniform: JEWELRY IS NOT PERMITTED IN INTRAMURAL COMPETITION. It must be removed and may not be worn during the game. A guard, cast, or brace made of hard or unyielding materials is not permitted. Hair devices may be worn if made of soft material. Street shoes or hats are not allowed on the court.
2. A team shall consist of three players. A game may begin with two players. If a team has fewer than two players, the game will be declared a forfeit. All players, except the server, shall be within the team's playing area at the time of the serve.
3. The Game: Players shall be in correct serving order at the instant the ball is contacted for the serve. After the ball is contacted for the serve, players may move from their respective positions. When the service is awarded to a team, that team shall rotate clockwise one position. This will be enforced for the first side-out awarded in each game. Each team shall receive one time-out per game.
4. The Serve: Prior to the start of the game, the captains shall toss a coin (or some other random method) to determine either the choice of court or the serve. The team that receives the first service shall serve first in the next game. In the third game, the captain's will again have a coin toss (or some other random method) to determine the choice of serve or court.
 - a.) The server shall serve within 3 feet of the back wall.
 - b.) Each member of a team shall serve in turn. The server shall continue to serve until a side-out is declared. Only the serving team may score. Serving out of order causes a side-out and a loss of points during a serve.
 - c.) A served ball that hits a wall on either side is good provided the ball contacts only one wall before landing in the opponent's court.
 - d.) The ball is out-of-bounds whenever it hits the ceiling or back wall on the opponent's side or on a serve
 - e.) At the time of service, the receiving team may not be overlapping.
 - f.) **PLAYERS MAY NOT BLOCK, SET, OR SPIKE A SERVE.**
 - g.) When a server releases the ball for service, then catches it or lets it drop to the ground, the player shall receive a second and last attempt.
 - h.) A served ball is a service fault and results in a side-out when:
 - 1.) the ball does not legally cross the net (touches one of the server's teammates).
 - 2.) the ball touches the ceiling or back wall on the opponent's side.
 - 3.) the ball hits two or more walls consecutively on the receiving team's side.
5. Designated Players' Position: The player in the serving position, while positioned behind the spiking line may contact the ball from any position inside or outside the court, above or below the top of the net. The player in the serving position shall not:
 - 1.) participate in a block or attempt to block.
 - 2.) return a ball, any part of which is higher than the top of the net while positioned in front of the spiking line.
6. Contacting the ball: A team shall not have more than 3 hits before the ball crosses the net into the opponent's playing area. When the team's first contact is an action to block, the next contact is considered the team's first.
 - a.) Legal contact is a touch of the ball by a player's body above and including the waist that does not allow the ball to visibly come to rest or involve prolonged contact with a player's body.
 - b.) Simultaneous contact is more than one contact of the ball made at the same instant:
 - 1.) When a player contacts the ball with two or more parts of the body at the same instant, it is permitted and considered one hit.
 - 2.) When teammates contact the ball at the same instant, it is permitted and considered one hit. Any player may make the next hit.
 - 3.) When opposing players contact the ball at the same instant, the player on the opposite side of the net from which the ball falls shall be considered to be the player to have touched the ball last. The other player may participate in the next play and the simultaneous contact shall not count as a hit.

- c.) Successive contacts of the ball are not permitted unless:
 - 1.) there is simultaneous contact by teammates.
 - 2.) there is simultaneous contact by opposing players.
 - 3.) there is successive contacts by a player whose first contact is a block; then the second contact is considered to be the first hit by the player's team.
 - d.) Multiple contacts are permitted only when the ball rebounds from one part of the player's body to one or more other legal parts in one attempt to block or save a hard-driven spike on the team's first hit, provided there is no setting action.
 - e.) The back wall is in play only on the side of the team that is returning the serve or volley, provided a player on that team touches the ball first. If the ball hits the back wall prior to the opponent touching the ball, it is considered to be out-of-bounds.
7. Net Play: Reaching over the net is permitted during a follow-through of a hit.
- a.) Contacting a ball that is entirely on the opponent's side of the net is permitted when blocking a spiked ball.
 - b.) The centerline, its out-of-bounds extension, and the opponent's side of the net may be touched by a player's foot or hand as long as some part of the player's foot or hand remains in contact with the line or directly above it. Any part of a player's body may be in the air below the net, beyond the net, and beyond the centerline. A player may reach under the net to retrieve a ball that is in play by the player's team.
 - c.) Recovering a ball hit into the net is permitted.
 - d.) A ball is considered to have crossed the net when it has passed entirely over the net or it is partly over the net and contacted by an opponent.
 - e.) Any ball contacting and crossing the net shall remain in play.
 - f.) A ball passing through the side openings of the net on the 1st or 2nd contact is replayed.
8. Net Fouls: Contacting the net or any part of it, while the ball is in play, is prohibited unless the force of the ball by an opponent pushes the net or its supports into a player. During a live ball, a net foul occurs when:
- 1.) the net is illegally touched.
 - 2.) a player illegally reaches over the net.
 - 3.) there is interference by a player who makes contact with an opponent which interferes with that opponent's legitimate effort to play the ball.
 - 4.) there is interference by a player who makes intentional contact with a ball which the opponent has caused to pass partially under the net and is attempting to play again.
9. Scoring: The team winning two out of three games wins the match. ALL games are played to 15 and must be won by a 2-point margin. The third game is played to 15 points by rally scoring.
10. Substitutions: Players must rotate clockwise. If a person wishes to substitute in, he/she must sub into the server's position after a side-out has been awarded. The last server rotates out.
11. Protests: All **contest protests** must be made by the protesting team's captain, in the presence of the supervisor and opposing team's captain, at the time and place of the incident. The officials shall call the supervisor and when the supervisor has made the final decision, play should resume and the protest is complete. Any **player eligibility protests** should be submitted in writing to the Intramural Sports Office on the next office day.

Co-Recreational Play

- 1. A team shall consist of 2 men and 2 women. A team must have at least one man and one woman to start, otherwise, the game is a forfeit.
- 2. Substitutions must be of the same sex, and male and female players must alternate in serving order.