Intramural Wallyball

Bruin Cup Points: 1st - 300 pts. 2nd - 150 pts. 3rd - 75 pts.

PLAYING RULES: Wallyball is a team game that is played with a round inflated ball in an area where a net is placed between 2 or more walls. Play is started by one team hitting the ball 'off the wall' or directly over the net to the opposing teams' floor area. The opposing team attempts to prevent this by hitting the ball off the side or back wall and volleying it back over the net.

SCORING:
1. Rally Scoring
2. The first team scoring 21 points, provided there is a two point advantage, wins the game. 3. Best of 3 4. The last game is played to 15

PLAYING AREA (INBOUNDS/OUT OF BOUNDS):
1. BACK WALL IN PLAY OR IN BOUNDS: The back wall is in play only on the team's side that's returning the serve or volley providing a player on that team touches it first. 2. OUT OF BOUNDS: The ball is out of bounds whenever it hits the ceiling and goes to the opposing team's side or hits the back wall on a serve or a volley on the opposing team’s side. 3. SERVICE AREA: Two lines 3’ long by 1’ wide placed in each teams' right hand corner shall determine the service area. The first line is placed 3’ from the back wall, on the wall on the right facing the net. If there are no lines, the service area is determined by reaching out and touching the side wall and then the back wall. If you can do this, you are in the service area. 4. NUMBER OF PLAYERS: Teams entered the league or tournament play shall be composed of 4-person teams. For Co-Rec Wallyball, there has to be 2 females and 2 males on the court, or 3 females and 1 male, at all times. There can’t be more males than females on the court. Roster max will be 6 players. A team may start with two players (Co-rec; 1 male & 1 female). POSITION OF PLAYERS
1. SERVER: The server shall serve from within the serving area. 2. PLAYERS POSITION WHEN BALL IS SERVED: Players shall be positioned as follows: 2 players up and 2 players back (1 up and 2 back, 2 up and 1 back, or 1 and 1). After the ball is hit for serve, players may move from their respective positions. 3. SCREENING: At the moment of service it is illegal for the players of the serving team to place their arms forming a screen with which to hide the servers action, or to jump, or
SERVING RULES:

1. SERVICE FIRST GAME: For the first game of match one, the captains of the two teams shall call the toss of the coin (or rock/paper/scissor). The winner gets their choice of the service or playing area. The team not serving first shall start serving the second game. The team with most combined points (1st & 2nd game) shall start serving the third game if needed. 2. PLAYING SIDE: Teams shall change playing areas at the end of each game of the same match. 3. ALTERNATING SERVICE: When the serving team loses a point, the ball shall be given to their opponents, who shall rotate one position clockwise. 4. SERVER: The right player of the serving team shall be the first server of the game. Thereafter, the player rotating from the right forward to the right back shall be the server. 5. SERVING OUT OF TURN: A player shall not serve out of turn. An out-of-turn service may be called by opponents' captains. The points made on this service shall be canceled and the side-out service is called, there shall be no loss of point. In either case players of the team in error shall return to their proper positions before another service by either team. 6. DEAD SERVED BALL: A served ball is dead if it: 1) touches the floor of the serving area, a teammate of the server, the net; 2) passes through or under the net; 3) or lands out of bounds.

NET PLAY

1. CONTACTING NET: A player shall not contact any part of the net while the ball is in play. When the ball is driven into the net so that it causes the net to contact an opposing player or players, this is not a foul if they did not actually contact the net by their own motion. 2. REACHING OVER THE NET: In returning the ball a player may follow through over the net, providing he first contacts the ball on his/her own side of the net. Player(s) in the act of blocking may reach across the net but may not contact the ball there until opponent has hit the ball to return it. 3. CROSSING CENTER LINE: A player may touch the center line but not the floor on the opposite side of the center line while the ball is in play. Any part of a player’s body may be in the air below the net and beyond the center line if he does not interfere with the opponents play by touching the ball or an opponent. 4. BALL CONTACTING AND CROSSING THE NET: A ball (other than when served) may touch the net within or on the side when crossing to enter the opponent's playing area. 5. PART OF BALL CROSSING NET: When only part of a ball crosses the net and is then contacted by an opponent, it is considered as having crossed the net. 6. SUCCESSIVE CONTACTS BY BLOCKERS: When a player participates in blocking and makes only one attempt to play the ball during the block, she/he may make successive contacts of the ball during such a play. Player(s) participating in this play may participate in the next play;
however, this second hit shall count as the second of three hits allowed by a team. 7. **BLOCKING:** Blocking can only be done by the front line. A player may not move up to assist. No more than 2 players may block.

**PLAYING THE BALL**

1. **SIMULTANEOUS CONTACTS BY A PLAYER:** Simultaneous contacts of the ball with two or more parts of a player’s body are allowed and are considered as one play. 2. **SIMULTANEOUS CONTACTS BY TEAMMATES:** Simultaneous contacts of the ball by more than one player on the same team are allowed and are considered as one play. Players participating in such a play may participate in the next play. 3. **THREE SETS OR PLAYS BY A TEAM:** A team shall not set or play the ball more than three times. The ball must clear the net on the third set or that team loses the point or the serve. Contacting the wall does not count as a set or play. 4. **PLAYING THE BALL:** The ball can be hit with any part of the body. 5. **PLAYING TWO OR MORE WALLS:** Contacting two or more walls is only permitted on the team's side, after the player touches the ball. The ball shall not cross the net after contacting two or more walls. If it does it is considered a side-out or loss of point.

**TIME-OUTS:** Each team is allowed one 30-second time-out per game. There will be two minutes between games. **REFEREES:** You referee your own game. A supervisor will be in attendance to assist or regulate any disputes.