



MIDDLE TENNESSEE STATE UNIVERSITY Campus Recreation Intramural Sports

WALLYBALL RULES HANDOUT

ELIGIBILITY RULES

1. You must have a MTSU ID to participate. NO ID, NO PLAY...NO EXCEPTIONS!
2. No Person shall play on more than one single sex and co-rec team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
3. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly Campus Recreation activities for a period of time determined by the Associate Director of Intramurals, Sport Clubs, and Wellness.

THE GAME:

Game time is forfeit time. Any team that forfeits will not be eligible for playoffs. A match consists of the best two out of three games.

1. **Match:** A game is won by the first team to score 21 points. You must win by 2, and there is a cap at 25.
2. **Team:** Each team shall be comprised of at least 2 and a maximum of 4 players. Each team shall be allowed any number of substitute players.
3. **Points:** A serving team receives a point when the other team commits a fault. This is commonly known as rally scoring.
4. **Service:** Teams shall volley for service. The winner of the volley shall choose either to serve or which side of the court to play. The team not awarded service shall serve first in the second game.
 - a. **Good Serve:** The serve is good if the ball passes over the net without touching a member of the serving team or the net. 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.



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THE GAME:

- b. **Serving Order:** Players must maintain the serving order. Serving order may be changed after each game only. In 4-person play, the server **cannot** spike or block.
- c. **During the Serve:** All players, except the server, shall have both feet fully on the ground during the serve. In 4-person play, players must be in their designated serving positions. After the service, players may move to an alternate offensive or defensive position. In 2 and 3-person play, only the service order (rotation) must be maintained.
- d. **Service Faults:** Any of the following committed during the service shall count as a fault:
- A served ball contacts the net
 - A serve is not executed from the designated service area
 - A server crosses the service line at the same time the serve is executed
 - A served ball hits a member on the serving team
 - A serve is delivered by the wrong server
 - The serve was executed improperly
 - Players on the serving team screen the server from the opposing team.

PLAYING REGULATIONS:

1. **Contact with Ball:** Up to three successive contacts with the ball are allowed each team in order to play the ball over the net and into an opponent's court. Contacting the wall does not count as a set or play.
2. **Side-Out:** A side-out is declared when the serving team commits a fault and the ball is turned over to the receiving team.
3. **In-Bounds:** When receiving a serve or volley, the ceiling and back wall are in bounds, provided a player on the receiving team touches the ball first.
4. **Out-of-Bounds:** The ball shall be called out of bounds whenever it hits the ceiling or back wall on the opponent's side or two or more walls consecutively on a serve, volley, or block.
5. **Replay:** Anytime the ball is hit outside the court area, i.e., into the spectator's gallery or an adjacent court on the first or second hit or volley, the ball shall be declared dead and the point replayed. No loss of point or serve will be called. However, if the ball is hit into the spectator's gallery on a third hit or volley, a point or side-out will be called. If the ball touches the opponent's ceiling before leaving the court area, the ball will be called out of bounds and a side-out declared (loss of point or serve).



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PLAYING REGULATIONS:

6. **Returning a Ball:** In returning the ball, a player may follow through over the net, provided he first makes contact with the ball on his side of the playing court. Players attempting a block may reach across the net but shall not contact the ball until an opponent strikes the ball. A player **cannot** block an opponent's set. If an opponent's set crosses the vertical plane of the net, it is considered a free ball, and both teams are entitled to it.
7. **Dead Ball:** A ball becomes dead when:
- The ball hits the floor
 - The ball hits two or more walls consecutively on the receiving team's side
 - The ball hits the ceiling on the opponent's side
 - The ball hits the back wall on the fly on the receiving team's side
 - The ball is hit out of the court and into the viewing gallery
 - A player commits a foul
8. **Substitution:** A substitute shall take the position of the player replaced without change in the service order and they must replace the server. A substitution may be made only when the ball is dead.
9. **Nets:** Since some nets may not extend the full width of the court, any ball passing through the net opening on the first or second hit of a volley will be replayed.

Wallyball.....7/21/09