



UW-WHITEWATER INTRAMURAL SPORTS

WALLYBALL RULES

Last update: August, 2021

WALLYBALL IS A CONTACT SPORT AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

TEAM CAPTAIN'S MEETING

Please use the Captain's Handbook as a resource throughout the year. If you are team captain, please inform your players of all of the guidelines in the handbook BEFORE your first contest.

ENTRY FEE

The Entry Fee is \$10/team payable at registration.

LEAGUE SCHEDULES

Schedules for league play will be posted on IMLeagues and the UWW Rec Sports app.

QUESTIONS

Please feel free to contact the Office of Recreation Sports and Facilities or the Intramural Coordinator, Matt Schneider, with any questions or concerns at 262.472.1145 or email imsports@uww.edu.

GENERAL PROCEDURES

Please use the Captain's Handbook as a resource throughout the year. If you are team captain, please inform your players of all of the guidelines in the handbook BEFORE your first contest.

MEN AND WOMEN

STARTING THE GAME

1. START TIME: Teams are to be at the court and signed in before the official game time. If any team is not at the court and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.

2. IDENTIFICATION: All participants must bring their current valid UW - Whitewater identification card to the area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with a supervisor before entering the game.

3. SCORING: Court players will keep the official score for the game, and report the score to the Supervisor following each game. If there is a discrepancy in the score, the Supervisor will make the final decision.
4. RACQUETBALL COURT RULES: All racquetball court rules shall apply while playing Intramural Wallyball.
5. TEAMS: Four (4) players constitute a team. A team may not start or play with fewer than two (2) players.
6. GAME EQUIPMENT: Balls must be checked out from the Equipment Room.
7. COIN TOSS: A coin toss prior to the game shall determine the serving team.

PLAYING THE GAME

8. STARTING A GAME: A player in the right back position shall put the ball in play by hitting it over the net. The team who lost the previous game shall begin with service in that game.
9. SERVES: The serve must pass over the net without touching a member of the serving team or the net. A serve that hits a wall on either side of the net is good, provided it only touches one (1) wall. The server has five (5) seconds to serve after the ball is made available.
10. CONTACTING THE BALL: Any contact with the ball below the waist of a player is illegal and will be a point/side out.
11. TIME OUTS: each team will be granted one (1) time out per match. Time outs shall be one (1) minute in length.
12. SCORING A POINT: Wallyball uses Rally Scoring (there is a point on each serve regardless of which team served)
13. WINNING THE GAME: The first team to reach twenty-five (25) points, and ahead by at least two (2) points, wins the game. In the first two games, there is a cap at 27 (if a team gains a 27-26 lead, the game is over). If a match reaches a third game, there is no scoring limit, a team must win by two (2) points.
14. WINNING THE MATCH: The first team to win two (2) games will win the match.

15. OUT OF BOUNDS: The ball will be considered out of bounds if it hits the ceiling or back wall on the opponent's side, or two (2) or more walls consecutively on the serve, volley, or block.

16. BACK WALL: 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 before it hits the back wall. 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 live and in play.

17. CEILING: The ceiling is in bounds only on the side of the team that is returning the serve or volley, provided that a player on that team touches the ball before it hits the ceiling.

18. PLAYING THE BALL: Up to three (3) consecutive contacts with the ball is permitted for each team in order to play the ball over the net and into the opponent's court.

19. PLAYING THE WALLS: Contacting two (2) or more walls with the ball is permitted only by the team that is in possession of the ball on their own side. If the ball crosses the net after contacting two (2) or more walls without making contact with a player, a point/side out will be awarded.

20. CLIMBING THE WALL: Using the wall as leverage to play the ball is illegal and will result in a point/side out.

SPORTSMANSHIP

21. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials (the captain is the only player permitted to talk with the officials) by any coach, manager or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/ intramural supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.

22. DISQUALIFIED PLAYERS: A player disqualified from the game for unsportsmanlike conduct must leave the court area and Williams Center IMMEDIATELY, and will be declared ineligible for play in any intramural sports activity until he/she has met with the Intramural Sports Coordinator. The player shall be suspended for no less than one game. Failure to leave may result in disqualification of the captain, or forfeiture of the

game. Any second occurrence of unsportsmanlike conduct by a team may result in that team being eliminated for the remainder of the season.

23. DRINK POLICY: Teams and their fans are not allowed to bring glass or metal containers to any intramural game, and no alcoholic beverages will be consumed during the intramural games. Violators will be removed from the intramural facilities with possible forfeiture of the game.

24. DRUG & ALCOHOL POLICY: Teams coming to games under the influence of alcohol and/or drugs will face a like penalty as listed above, if in the opinion of the Intramural Supervisor and/or Coordinator of Intramurals they pose a threat to the safety and welfare of players, officials, or spectators.

CO-RECREATION

25. TEAMS: Four (4) players constitute a team. Two (2) men and two (2) women shall be on the floor during games. A team can play with no less than two (2) players. If a team is playing with four (4) players or less, the male/female ratio may be 2:2, 2:1, 1:2 or 1:1.

26. SERVICE: Men and women shall alternate service during Co-recreation games.

27. FEMALES HITTING THE BALL: There is no requirement of whether a female needs to hit the ball or not.