UVM Intramural Sports • Wallyball Rules

The rules governing this intramural sport activity derived from rules used by the National Intramural-Recreational Sports Association (NIRSA), National Federation of State High School Associations (NFHS) Volleyball Rules, and rules unique to the UVM Intramural Sports Program. This rules sheet is not meant to be all-inclusive; rather it is a summary of the more common rules, policies, and procedures used by the Intramural Sports Program. Important policy information can be found in the Intramural Sports Handbook. All team managers and players are responsible for reading this document and understanding the rules, policies, and procedures prior to participating in this activity.

General/Eligibility

See the Intramural Sports Handbook for complete listing of eligibility.

Intramural Team Participation: Individuals may only play on one (1) team per wallyball season. The wallyball league is open and has no gender restrictions.

Club Volleyball Team Players: Members of the UVM Club Volleyball Teams are eligible to participate in intramural wallyball; however, these players are subject to the following participation guidelines:

- No more than two (2) club players (men’s or women’s team members) may be listed on a roster.
- **Penalty:** Any team with a club player on the roster that is in violation of the club player participation guidelines will automatically forfeit every game in which the ineligible player(s) participated. During playoffs, use of an ineligible player will result from the team being removed from further competition.

UVM Identification: All players MUST present a UVM Cat Card to the IMS Supervisor prior to each game. Players who do not have their Cat Card will be subject to the terms of the Campus Recreation ID Policy.

Team Rosters: All participants must sign the online IMLeagues roster/waiver form in order to participate in Intramural Sports. It is the responsibility of the team captain to make sure that all players show up on the IMLeagues roster before the start of playoffs.

Players & Substitutions

**Players:** Teams are comprised of four (4) players. Teams must have a minimum of three (3) players to start a match. In the event that a player becomes injured or has to leave the game (other than ejection) the game shall continue until it is deemed a farce by the IMS Supervisor.

**Substitutions:** Unlimited substitutions are allowed. All substitutions, with the exception of injury, will rotate in for the serve. Substitutes will wait outside of the court until a point is scored where they will then be permitted to rotate into the game.

**Communication with Staff:** Team captains are the only individuals permitted to speak with the supervisor or court monitors regarding rules or questions. If another player attempts to dispute, a warning may be issued. Subsequently, an unsportsmanlike conduct penalty may be called followed by a possible ejection.
**Equipment:**

**Footwear:** Non-marking soled, closed toed shoes must be worn. Black-soled shoes, sandals, and boots are strictly prohibited.

**Jewelry:** All jewelry must be removed. This includes, but is not limited to, necklaces, earrings, newly pierced earrings, facial piercings, bracelets, and watches. Individuals will not be allowed to tape over any jewelry item. If you cannot remove the item, then you CANNOT play.

**Wallyballs:** The game ball will be provided by the Supervisor. Practice balls may be signed out from the supervisor in exchange for an UVM ID.

**Other Equipment:** Hats, including baseball caps and bandanas may not be worn during play.

**Duration of Game & Scoring**

**Scoring:** Games are played to twenty-five (25) using rally scoring (teams can score on a side-out as well as a point), win by two (2) with a twenty-seven (27) point cap. The third game will be played to fifteen (15) with a seventeen (17) point cap – rally scoring.

**Game Length:** A best of three match (first team to win two games) will determine the winner. Games are limited to forty-five (45) minutes.

**Time Outs:** One 1-minute time out per team per game. Unused time outs do not carry over.

**Over Time:** If the match is tied at the conclusion of the 45-minute time limit, play will continue until the next point is scored. The team who scores that point will be declared winner.

**Game Time is Forfeit Time!** All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least ten (10) minutes before your scheduled game time. Game time is forfeit time! If one team is late/is not present, the team's captain that is present and has the minimum number of participants required ready to play will be given two options (once a decision is made it cannot be changed):

- Take the forfeit immediately
- Give the team five (5) minutes to show
  - If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

**Reserve Clause:** the IMS Staff reserves the right to make time adjustments to accommodate scheduling conflicts

**Fundamentals**

There are five fundamental skills—serving, passing, spiking, digging, and blocking.

**Serving:** The server is the back right player. The server may serve anywhere behind the three (3) foot line (both feet must be behind the line when the ball is contacted; however, the server may land inside the three (3) foot line). The server may strike the ball in any manner (underhanded, side-arm, or overhand). The serve is allowed to touch the net on a serve as long as it goes over without a teammate touching it. Only one serve attempt is allowed (no re-serving).
Passing: The team receiving the serve must attempt to return the ball over the net within three touches. The first touch is usually called the pass. There are two general methods of passing the ball – the overhead pass and the bump pass.

Overhead Pass (set): The rules state that the ball must be clearly struck at all times. The set is accomplished with the pads of the fingers and thumbs. It is incorrect to use the palms of the hands. Both hands must contact and release the ball simultaneously; otherwise it is considered a double hit and illegal. If the ball rests on the hands it is considered a lift and is illegal.

Bump Pass: This skill is accomplished by clasping the hands together. Straightening and rotating the elbows to form a flat surface with the forearms. *The team receiving the serve may use either type of pass to play the ball.

Spiking: There are usually two types of spikes: the hard spike and the roll.
- **Hard Spike:** When attempting a hard spike, the ball should be contacted with the palm of the hand, with a cupped hand, or with the fist. The ball may not be thrown or carried.
- **Dink:** A hand pass using the pads and thumbs or fist. The ball should not come to rest on the finger pads and thumbs.

Digging: May be an attempt to receive or recover a hard spiked ball. It is similar to the bump pass but the player is usually more extended and often uses only one hand. Multiple contacts are allowed as long as a single player does not make successive hits.

Blocking: An attempt to intercept a ball that has been attacked by an opponent. The blockers may reach over the net to block when the opposition has completed their attack. A block is not considered to be a hit and may be played again by the same player.

**Playing the Ball**

When playing the ball, the ball must be clearly contacted and not lifted, carried, or thrown at any time during play. The ball cannot be contacted twice in succession by one player except in the following cases:
- When participating in a block.
- Simultaneous contacts by teammates shall constitute one contact and either player shall be eligible to play the ball.
- Multiple contacts are allowed on the 1st return hit of a hard driven spike or serve.

Teams will have three (3) hits per side to cross the ball to the other side of the net.

*Any ball that directly contacts the opponents ceiling or back wall after legally passing over the net will be considered out of play and a point or side-out be will be awarded. Balls that come in contact with the ceiling or back wall on your team’s side may be played.*

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The center line shall be considered common territory. A player may land on the center line, but no part of his/her body may land over it. If a player steps over the center line, a foul will be called only if the entire part of the foot touching the ground is across (not touching) the line. If a part of the player’s body extends under the net but does not touch the floor, no foul should be called provided the player does not interfere in any manner with the opponents’ play.
Service

The home team will serve first in the first game. The loser of the first game will serve first in the second game, and the loser of the second game will serve first in the third game (if needed).

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 the arm in an attempt to send the ball over the net and into the opponent's court. 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. The serve is side-out if the ball directly hits the back wall or the ceiling on the opponent’s side of the court.

Bouncing or lightly tossing the ball before executing the serve is legal. Once the ball is tossed in the air, the ball shall be struck for service unless the server drops the ball before making contact with it. If the server drops a ball, the serve shall be cancelled and replayed. If the ball touches the server before hitting the ground, a fault will be declared and the ball turned over to the opponent. There shall be only one service to hit the ground and be replayed for each point attempted.

*The service area is anywhere along the back wall and three feet (3’) forward from the back wall on each side of the court.*

Service shall continue by a team, until a fault is committed by the serving team and the ball turned over to the opponents (side-out) or the game is completed. Any of the following committed during the service shall count as a fault:

- The serve is not executed from the designated service area.
- 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.
- The serve touches the net on its way over.

The game shall stop immediately when the server has been discovered out of the designated serving order. Any points earned while the server was in an illegal position shall be cancelled and a side-out declared. If the opposing team serves before the out-of-turn service is discovered, there shall be no loss of points, but the team must resume correct positions before another serve by either team.

**Rotation:** Players must maintain the serving order. Teams shall rotate clockwise every time they regain possession (including the first serve for that team, unless it is the first serve of the game).

The team that did not receive the first service of the first game, shall receive the first service of the second game.

All players, except the server, shall have both feet fully on the ground during the serve.

**Positioning & Substitution**

At the instance of the serve, all players other than the server must be within their playing area in serving order. Players may switch positions on the court after the ball is put into play. The team’s players rotate in a clockwise manner. If a substitution is to be made, the back right player rotates off and the substitute rotates into the service position. Teams rotate every serve (unless it is the first serve of the game).
Net Play

A player may reach over the net during the course of play, but the player may not contact the ball over the net until the completion of the opponent’s attack. A player’s hand may pass over the net in a follow through after the player has completed the attack. When the ball crosses the center plane above the net it is considered as having crossed the net.

Net Violation: Contact with the net on a spike or blocking attempt is a net violation. It is not a violation if the ball is driven into the net, causing it to contact an opposing player.

Simultaneous Hits Above the Net: If two opponents simultaneously hit the ball above the net, the player behind the direction of the ball is considered as having touched it last. The team upon whose side of the net the ball lands is allowed three plays of the ball. If after the simultaneous touch by two opponents, the ball falls and touches within the court area, the team on that side is at fault. If the ball lands out of bounds on same side of the court, then the other team is at fault. Simultaneous contact by two opponents does not constitute a hit, and the next legal contact by a player will be the first of three touches.

Fouls

The following fouls are penalized by a point for the opposition and loss of the ball:

Players out of position fouls:
- A player is out of rotation order when the ball is contacted by the server.
- Players of the serving team attempt to block, or screen, the view of the receiving team during the serve.
- A player serves out of rotation.

Fouls related to the act of serving:
- A ball that contacts the back wall or ceiling of the opponent, in the net, under the net.
- Unnecessary delay of game.
- Not striking the ball with the hand, fist, or arm for the serve.
- Stepping beyond the three (3) foot service area during the serve.

Fouls involving net play:
- Player contacts any part of the net or its supports while the ball is in play.
- Player reaches over the net and contacts the ball before the completion of the opponent’s attack.
- Player’s entire foot (or portion in contact with ground) or any part of the body touches the floor on the opposite side of the center line while the ball is in play.
- Player interferes with the opponent’s play underneath the net by touching the ball or an opposing player.

Fouls committed during other play:
- Not cleanly hitting the ball (the ball may not visibly come to rest when it is contacted).
- Hitting the ball out of bounds on the opponent’s side of the net.
- One person making successive contacts with the ball (exception – when simultaneous contacts are made by two or more players, or a contact made during a block. In both cases, the player may contact the ball again).
- Playing the ball more than three times before it crosses the net.