Department of Recreational Sports | Intramural Sports
2019-20 Wallyball Information Sheet

Thank you for being a part of one of the best intramural programs in the nation. We are proud to offer a variety of quality intramural activities. Good luck and we hope you have a fun and exciting season!

If you have questions throughout the season, please feel free to contact us by calling our office (540-231-8297), emailing imsports@vt.edu, stopping by our office in 135 War Memorial Hall, or consulting our Participant Policy and Procedure Manual.

Key Dates (tentative and subject to change)
Three Day Tournament: Monday, December 9th – Wednesday, December 11th

Rules of the Game
1. Players & Substitutes
   a. Games are played between two teams of 4 players.
      i. In CoRec, the number of male and female players cannot differ by more than 1 on each team. If possible, there should be an equal number of each gender on the court.
   b. Each team must have 3 players to begin a game.
      i. If a team does not have the required minimum number of players checked in at the scheduled game time, a 10-minute grace period is given.
         1. If neither team has the required number of players by the end of the 10-minute grace period, the game is recorded as a forfeit for both teams.
         2. If one team is present at the start of the grace period (scheduled game time), that team has the option to start the first game ahead by a score of 10-0. However, that team may also elect to have the first game started with a 0-0 score.
   c. During the game, a team may play with fewer than 3 if the game remains competitive.
      i. *CoRec – the ratio between males/females may not differ by more than one.
   d. Substitutes may only enter the game when the ball is dead between serves.
2. The Game
   a. All matches consist of the best 2 out of 3 games with rally scoring.
   b. The supervisor will flip a coin with the teams’ captains for choice of side or service. The winner may choose to serve first or defend a side of the court.
      i. The team that does not serve in the first game serves first in the second game. If a third game is needed, a re-toss will be conducted and the winning team has the option of service or side.
      ii. Except for the deciding game, teams change sides at the end of each game.
   c. All games are self-officiated. If a rule discrepancy occurs, the captains should consult the Intramural Supervisor on duty to resolve the situation.
   d. If a player is injured, play should stop immediately and the point should be replayed.
   e. Each team is allowed one timeout per game.
3. Court Boundaries
   a. The ball is out-of-bounds (side-out or loss of point) if it hits:
      i. The ceiling (unless played off your team’s side during a volley).
      ii. The back wall on a serve or volley.
      iii. Two or more walls on a serve or volley.
b. The back wall is in play only on the side of the team returning a serve or volley, provided a player on that side touches it first.
c. The service area is anywhere up to 3 feet forward from the back wall on each side of the court.
d. If the ball passes through the opening between the net and wall on either the 1st or 2nd hit it will be considered a replay; if it occur on the 3rd hit, it will be a point in favor of the opponents of the team that last played the ball.

4. Playing the Ball
a. Each team may use up to 3 contacts with the ball to play the ball over the net and into the opponent’s court. The ball must clear the net on the third contact or that team loses the point or the serve. Contacting the wall does not count as a set or play.
b. If a player holds, scoops, lifts, pushes, or carries the ball momentarily, it is a fault (holding). A ball must be hit cleanly from underneath with one or both hands.
c. A player may not make successive contacts of the ball except when playing a spiked ball. Any player may spike the ball.
   i. *CoRec – if more than one contact occurs by the same team, both sexes must contact the ball.
d. Any player that makes contact with the ball is considered to have played the ball.
e. Contacting 2 or more walls with the ball is allowed only by the team in possession of the ball provided a player on that team touches the ball first. Contacting 2+ walls is not permitted on the opponent’s side.
f. A ball may be played off the side or back wall in an effort to return a pass or to pass to a teammate but not on the opponent’s side of the court.
g. Playing the ball off your own ceiling is allowed.

h. Blocking: Any player may attempt to block.
   i. A block does not count as one of the 3 successive contacts allowed and may be attempted before the ball passes over the net, while the ball is still in the opponent’s court or just as the ball crosses the net.
   ii. A block is good only if the ball is touched by the player attempting the block. iii. A blocked ball counts as having crossed over the net.
   iii. A block may be attempted if:
       1. A player on the attacking team spikes the ball
       2. The opponents have made three contacts on the ball
       3. The ball falls near the net but no player on the attacking team can reasonably make a play on the ball.
j. Climbing the wall to play the ball is illegal.
k. The ball may be hit with any part of the body however a kicking motion with the leg/foot is illegal.

5. Service
a. Any of the following actions committed during a serve counts as a fault:
   i. A serve is not executed from the designated service area.
   ii. A served ball hits a member on the serving team.
   iii. A serve is delivered by the wrong server.
   iv. The serve was executed improperly.
   v. Players on the serving team screen the server from the opposing team.
b. A player may not serve out of turn. Points scored on the service are canceled and a point for the opposing team is awarded. If the offended team serves before the out-of-service is called, the score stands (no loss of points), but the team must resume correct positions before the game continues.
c. A side wall can be used on the serve.
d. A player must serve from within the service area.
e. *CoRec – Any time the service order is violated, that team loses the rally.

6. Net Play
a. A ball that touches or rebounds off the net or net hardware may be played again.
b. A ball that partially crosses the net is considered to have crossed the net and may be played by either team.
c. A player or any part of his/her body or uniform that touches the net while the ball is in play shall be charged with a fault, unless the ball is driven into the net with such force that it causes the net to touch a player.
d. When returning the ball, a player may follow-through over the net, provided he/she first makes contact with the ball on his/her side of the playing court.
e. Players attempting a block may reach across the net but shall not contact the ball until an opponent strikes the ball.
f. A player may be on but not over the center line provided he/she does not touch the net or interfere with an opposing player.
g. A ball becomes dead when:
   i. The ball hits the floor.
   ii. The ball hits two or more walls consecutively on the receiving team’s side.
   iii. The ball hits the ceiling on the opponent’s side.
   iv. The ball hits the back wall on the fly on the receiving team’s side.
   v. The supervisor sounds the whistle.
   vi. A player commits a fault.

7. Scoring
   a. All matches consist of the best 2 out of 3 games with rally scoring.
   b. A team loses a rally if:
      i. The ball hits the floor that team’s side of the court.
      ii. The ball crosses the net and hits the back wall/ceiling without being touched by an opponent.
      iii. The ball hits the net as it is being served.
   c. A team receives a point when the opposing team commits a fault.
   d. A side-out is declared when the serving team commits a fault and the ball is turned over to the receiving team. Points are scored on a side-out.
   e. All three games are played to 25 points. The first team to reach 25 with a 2-point lead wins the game.
      Games continue past 25 until a team wins by 2 points, up to the 27-point cap (ex. 26-24).
   f. Each team is responsible for calling out score prior to each service.
   g. At the conclusion of each game the score should then also be recorded on the scorecard. (Scorecard may be kept during play by a team representative).

*Denotes a CoRec rule modification.
**Rules not outlined in this sheet follow the National Federation of State High School Association (NFHS) Rules.