



MIDDLE TENNESSEE STATE UNIVERSITY

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Campus Recreation

Intramural Sports

Spring 2020

WALLYBALL RULES

ELIGIBILITY RULES:

1. You must have an MTSU ID to participate.
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 Competitive Sports Coordinator.

THE GAME:

1. **The Court:** The court is a racquetball court which is 20ft in width and 40ft in length. The net will be placed between 7 feet 6 inches and 8 feet in height.
2. **Team:** Teams will consist of a maximum of 4 players on the court at once but may begin a game with a minimum of 2 players. A maximum of 10 players is allowed on the roster. There are no gender requirements or restrictions. Teams may be composed of any ratio of genders.
3. **Game / Scoring:** A “match” is finished when a team has won 2 out of 3 games (Exception – Unsportsmanlike Conduct). The first two games will be won when a team scores 15 points and has at least a 2 point advantage. Rally scoring is used for all games, and game will have a 20 point cap. The third game will be won when a team scores 21 points with a cap at 25.
4. **Time-Outs:** There will be no time-outs.
5. **Substitutions:** Substitutions shall only occur at the serving position and before a serve can take place. Teams must rotate the servers, but players are allowed to play any position desired.
6. **Equipment:** Teams must wear proper clothing while playing and players must wear appropriate closed-toe footwear. Hats, bandanas, metal cleats or spikes, or jewelry MAY NOT be worn while playing. Any player found wearing any of the above during the game will be removed from the game and not allowed to re-enter. Players will use the designated wallyball and net provided by Campus Recreation.
7. **Starting the game:** The captains will rock, paper, scissors for the choice of court side or service. The winner chooses either side or service with the loser receiving the remaining option.



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RULES & THE PLAYING AREAS:

- A referee will not be provided by the competitive sports staff. Any discrepancies between 2 teams will be decided by the captains first and then the competitive sports supervisor if necessary.
- **Server:** The server may serve anywhere within one arm's length of the back wall of the court.
- **Service Faults:** The ball shall be declared dead, and the service changed to the other team when:
 - The ball passes under the net.
 - The ball does not pass over the net above the playing area.
 - The ball touches a player of the serving team or any object before entering the opponent's playing area.
- **Blocking Serve:** It is illegal to block a serve or spike a serve.
- **Playing the Ball:**
 - Up to three contacts with the ball are allowed for each team in order to play the ball over the net into the opponent's court. A block does not count as a contact. The ball contacting the wall does not count as one of the three allowable contacts either.
 - A player who participates in a block and makes only one attempt to play the ball during the block may make successive contacts with the ball during such play even though it is not a hard driven spiked ball. Players participating in a block may participate in the next play; this second contact shall count as one of the three hits allowed to a team.
 - Contacting two or more walls with the ball is allowed only by the team in possession of the ball on their own side of the court, provided a player on that team touches the ball first. If the ball crosses the net after contacting two or more walls without making contact with a player, a side-out or loss of serve will be called.
 - Holding, lifting, scooping, pushing or carrying the ball with one or two open hands, either underhand or overhand, is a fault, and a side-out or loss of serve will be called.
 - If two players on the same team hit the ball simultaneously, one contact with the ball will be called and either player may contact the ball on the next play.
 - Any player, except the right back player (server), may raise his hands above his shoulders close to the net and attempt to intercept the ball from an opponent.
- **Front Line Blocking:** Any or all players in the front line are permitted to block. All 4 players on the court are considered front line. There is no back row player.
- **Reaching Over Net:** In returning the ball, a player may follow through over the net, providing he first contacts the ball on his own side of the net. Player(s) in the act of blocking may reach across the net, but may not contact the ball until an opponent has hit the ball to return it or if the ball has broken the plain of the net.
- **Crossing Center Line:** A player may step on, but cannot cross the centerline.
- **Ball Contacts Ceiling:** A ball contacting the ceiling or overhead objects above the playing area shall remain in play provided it stays on that team's side of the net.



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- **Player in the Net:** A player or any part of his body or uniform that touches the net while the ball is in play will 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.

- **Dead Balls & Out of Bounds:**
 - All walls on offense's side are IN play. A ball can be played off multiple walls and the ceiling on the offense's side to a teammate.
 - The offense can play the ball off a single side wall or their own back wall and over the net at any time.
 - A ball that goes OVER THE NET and touches the BACK WALL before any opponent or the floor is considered OUT.
 - A ball that goes OVER THE NET and touches TWO SIDE WALLS before any opponent or the floor is considered OUT.
 - A ball that touches the CEILING and goes OVER THE NET is considered OUT.