4 on 4
Wallyball Rules

Revised 2014
Table of Contents

Game Overview ................................................................................................................................. 3
Weather .............................................................................................................................................. 3
Field of Play .................................................................................................................................... 3
League Options ................................................................................................................................. 3
Team and Players .............................................................................................................................. 4
Position of Players ............................................................................................................................ 4
Service .............................................................................................................................................. 5
Summary of Walleyball faults: ........................................................................................................ 5
Playing the Ball ................................................................................................................................. 5
Scoring ............................................................................................................................................ 5
Net Play .......................................................................................................................................... 6
   Out of bounds: .............................................................................................................................. 6
      In Bounds: ............................................................................................................................... 6
Tie Game .......................................................................................................................................... 6
Point System .................................................................................................................................. 6
Defaulting a Game: ......................................................................................................................... 7
Default Policy: ................................................................................................................................. 7
Injury: ............................................................................................................................................. 7
League and Tournament Play .......................................................................................................... 7
Prohibited Acts: ............................................................................................................................... 7
TEAM MANAGEMENT ISSUE (UNSPORTSMANSHIP). .............................................................. 8
Personal Misconduct ......................................................................................................................... 8
Ejected Player ................................................................................................................................ 8
Fighting ......................................................................................................................................... 9
**Game Overview**

Wallyball is an off-the-wall volleyball game played on a squash/racquetball/handball court where the ball may be hit off the side walls as well as directly over the net. The ceiling is out of bounds as is the back wall if hit on a serve or volley over the net. However, the receiving team can hit or deflect the ball off its back wall to keep the action going.

**Weather**

1. Any standing water or heavy rains that will cause a flooded intramural field of play will result in cancellation of the day’s games.
2. Download the IU Mobil-IUPUI Campus Recreation, Campus Recreation Facebook and IUPUI Intramurals (@IUPUI_IMs) Twitter to get the latest up to date information if Intramural are canceled (this is how you will be informed if there is a cancelation).
   1) Twitter for weather Alerts
   Facebook for weather Alerts

**Field of Play**

1. Wallyball is played on a Racquetball Court which measures 40 feet long and 20 feet wide and 20 feet high.
   1) A centerline and net divide the court in half.

**League Options**

1. **Open:** Similar too Intramural. Teams can be all men, all women, or any combination of the two.
2. **Co-Rec:** 4-person teams; must have two men and two women and if playing 4 people.

<table>
<thead>
<tr>
<th>Men</th>
<th>Women</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

3. **Women’s** – All women’s league.
Team and Players

1. Teams shall be composed of 4-person teams.
   a) All team members must have paid the IUPUI Recreational Fee in order to participate before the 3rd week.
   b) Team Rosters are set after the second week of play. New players can be added to the team roster before a game within the first two weeks of season (including a bye). These new members must provide proper identification (JagTag), have pre-paid their rec. fee and must provide proof BEFORE the game begins (signed receipt from Nat.) The manager / captain is responsible for ensuring the roster is complete and accurate. **No one may be added to the team roster after the second week of play.**
   c) Every player MUST bring his/her IUPUI picture ID. If a player arrives after the game has started, the player must provide his/her JagTag ID and be checked in with the official before he/she is allowed to enter a game. Failure to enter a game without proper ID will result in a forfeit of that game. It is the manager/captain’s responsibility to ensure team member’s compliance to the rules.
2. Everyone MUST bring their valid IUPUI Jag Tag to every game
   a) Players are permitted to receive one (1) “I Forgot My JagTag” waiver per season. The player receiving the waiver must provide a picture ID and sign the roster.
3. Captain is responsible for the conduct of team members.
4. Faculty and staff are eligible to participate
5. At the end of the game, it is the captain's responsibility to return IDs to team players.
6. A team may start with two players.
7. A game cannot begin without at least 3 players per team (co-rec=1 man, 1 woman). A team shall maintain the minimum number of players or forfeit the match/game.
8. Maximum number allowed on any roster is 6. Once the maximum is reached, teams will NOT be permitted to add or modified their roster.
9. Each Player must be present his/her JagTag to participate in each and every intramural contest.
10. Team captains are responsible for the conduct and eligibility of their teams and adherence to the rules governing play.
11. No Substitutions unless between games.
12. The official ball is the one supplied for the intramural program.

Position of Players

1. The server shall serve from within the serving area.
2. A served ball that hits a wall on either the serving team’s side or the receiving team’s side is good provided the ball contacted only one wall before landing in the opponent’s court.
3. At the moment of service it is illegal for the players of the serving team to place their arms forming a screen with which to hide the server’s action, or to jump, or form groups of two more players for such a purpose.
IUPUI Intramural Wallyball

Service

1. For the first game of match one, the captains of the two teams shall call the Rock Paper Scissors. The winner gets their choice of the service or playing area. The team not serving first shall start serving the second game. The team with most combined points (1st & 2nd game) shall start serving the third game if needed.

2. Teams shall change playing areas at the end of each game of the same match.

3. A team shall continue serving until that team commits a foul or the game is completed.

4. When the serving team commits a foul, the ball shall be given to their opponents, who shall rotate one position clockwise.

5. The right back player of the serving team shall be the first server of the game. Thereafter, the player rotating from the right forward to the right back shall be the server. There are no formal rotation rules.

6. A player shall not serve out of turn. An out-of-turn service may be called by opponents' captain. The points made on this service shall be canceled and the side-out service is called, there shall be no loss of point. In either case players of the team in error shall return to their proper positions before another service by either team.

7. A served ball is dead if it: 1) touches the floor of the serving area; 2) a teammate of the server; 3) passes through or under the net; 3) lands out of bounds (hits back wall); or 4) touches the server-side wall.

8. Service must take place inside the designated serving area (an arm length off the back wall).

Summary of Walleyball faults:

1. Ball hits 2 or more walls consecutively on serve
2. Ball served or played hits opponent’s back wall on the fly.
3. Ball directly hits ceiling on opponent’s side

Playing the Ball

1. Simultaneous contacts of the ball with two or more parts of a player's body are allowed and are considered as one play
2. Simultaneous contacts of the ball by more than one player on the same team are allowed and are considered as one play. Players participating in such a play may participate in the next play.
3. A team shall not set or play the ball more than three times. The ball must clear the net on the third set or that team loses the point or the serve. Contacting the wall does not count as a set or play.
4. The ball can be hit with any part of the body above the waist. No kicking the ball.
5. Contacting two or more walls is only permitted on the team's side, after the player touches the ball. The ball shall not cross the net after contacting two or more walls.

Scoring

1. All games are played with rally scoring.
2. Games are played to 25 with the third game (tiebreaker) played to 15; must win by two points in all games. First 2 games cap is 27, 3rd game cap is 17
3. After one game switch sides.
Net Play

Out of bounds:

1. The ball shall be called out whenever it hits the ceiling, or back wall on the opponent side or hits 2 or more walls on a serve, volley or block.

In Bounds:

1. 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 first.
2. Deflecting the ball off the back wall is permitted provided that the player contacts the ball in such a manner that the ball deflects off the back wall on that player’s side of the court and goes over the net.
3. The ceiling in bounds only on the side of the team that is returning the serve or volley provided a player on that team touches the ball first.
4. A team is allowed 3 contact on a side. Hitting a wall is not a contact.
5. Contacting two or more walls with the ball is allowed only by the team in possession of the ball on their own side, 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.
6. Climbing the wall to block a set or serve is illegal.
7. A player shall not contact any part of the net while the ball is in play. When the ball is driven into the net so that it causes the net to contact an opposing player or players, this is not a foul if they did not actually contact the net by their own motion.
8. In returning the ball a player may follow through over the net, providing they first contact the ball on their own side of the net. Player(s) in the act of blocking may reach across the net but may not contact the ball until their opponent has hit the ball to return it.
9. A player may touch the center line but not the floor on the opposite side of the center line while the ball is in play. Any part of a player’s body may be in the air below the net and beyond the center line if they do not interfere with the opponents play by touching the ball or an opponent. A player may reach under the net to retrieve a ball that is in play by their team.
10. A ball may touch the net within or on the side when crossing to enter the opponent’s playing area . Net serves are legal.
11. When only part of a ball crosses the net and is then contacted by an opponent, it is considered as having crossed the net.
12. When a player participates in blocking and makes only one attempt to play the ball during the block, they may make successive contacts of the ball during such a play. Player(s) participating in this play may participate in the next play; however, this second hit shall count as the second of three hits allowed by a team.
13. Blocking can only be done by the front line. A player may not move up to assist. No more than 2 players may block a serve, spike, or volley.

Tie Game

1. Ties in regular season will not be resolved, and both teams will be credited with a tie.

Point System

Win = 3 pts.
Tie = 1 pts.
Loss = 0 pts.
Default = -2 pts.
IUPUI Intramural Wallyball

Defaulting a Game:
1. If one team does not have the minimum number of players or is not prepared to play, the captain of the team that is prepared will have two (2) options:
   1) Take the win by default
   2) Give the opposing team the additional ten (10) minute grace period.
2. If the team shows up during the additional grace period, game time will be reduced by the number of minutes late for the game. If the captain of the prepared team chooses to take the win by default, the decision may not be changed. If the captain of the prepared team decides to play the game, the captain of the prepared team must accept the results of the game. If the additional ten (10) minutes have expired and the team still is not prepared to play, the game will be defaulted. See Default Policy below for details on a defaulted game.

Default Policy:
1. Any team defaulting Two (2) games or forfeiting two games will not be eligible for the play-offs.
   1) A Default occurs when a team does not show or have enough players to start a game.
2. Forfeit occurs after a game has started and must abruptly end before the normal conclusion of the game.

Injury:
1. Any player who is bleeding must leave the game immediately.
   1) The bleeding must be stopped and the wound securely covered with a bandage before the player can continue.
   2) If there is blood on any clothing or jersey, it must be changed before the player resumes play.

League and Tournament Play
1. All matches will be won by the team who wins 2 out of 3 games.
2. Teams are permitted to substitute players only between games or on a time out. Must be outside racquetball court.
3. Each team is allowed one 30-second time-out per match. There will be no time between games.
4. Each game will be played under the “Honor’s System”, this means they will be self-officiated.
5. Game score should be announced by the server prior to the serve.
6. The winning team is responsible for reporting the match (including score of games) to the Intramural Coordinator the night of the game.

Prohibited Acts:
1. Good sportsmanship is a requirement of all participants. Players and coaches are to conduct themselves properly at all times. The Campus Recreation Office reserves the right to suspend or disqualify individuals or groups for unsportsmanlike conduct. The team captain assumes full responsibility for the conduct of the team and spectators.
2. Unsportsmanlike conduct includes actions, which are unbecoming to an ethical, fair, honorable individual; it consists of acts of deceit, disrespect or vulgarity and includes taunting.

3. **FIGHTING WILL NOT BE TOLERATED.** Players involved will be suspended from further play during the intramural season. **CAPTAIN IS RESPONSIBLE FOR THE CONDUCT OF THE TEAM MEMBERS.**
1. Any player ejected from a game due to unsportsmanlike conduct will be ineligible to participate in any remaining games. (See discipline sheet) Team leaving the field during a game = unsportsmanlike conduct.

4. The IM officials/supervisors will have absolute control of the game. Teams are responsible for keeping their players and spectators under control. Misconduct of players, coaches, or spectators, can result in assessment of a penalty, ejection or forfeiture of the game. Spectators must also remain in the area designated by the IM staff. The supervisors will have the power to make decisions on any matter or questions not specifically covered in the rules.

**Disciplinary Policy**

**TEAM MANAGEMENT ISSUE (UNSPORTSMANSHIP).**

1. If the referees deem it necessary to calm a potentially volatile situation (example: trash talking escalating into verbal threats),
   1. referees will stop action
   2. referees will call both captains to meet (separate from the teams)
   3. Referees will give the captains 60 seconds to calm their respective team down
      1. The game clock will continue to run during the 60 seconds.
   2. If a team refused to cooperate, the captain must meet with the intramural director within three (3) days of the situation.
   3. Any volatile situation will always require both team captains to meet with the intramural director within three (3) days of the situation.

**Personal Misconduct**

1. Unsportsmanlike like behavior—
   1) Lewd, indecent or obscene conduct
   2) Disorderly conduct that interferes with intramural or recreational (university) activity
   3) Failure to comply with the directions of a representative of the intramural and recreational sports program and failure to identify oneself when requested by a representative of the intramural and recreational sports program.
   4) Unauthorized entry and refusal to vacate the facility when directed to do so by a representative of the intramural and recreational sports program.
   5) Verbal abuse of another person, including racial harassment (defined in section I.A.3 of Indiana University Code of Student Ethics), and fighting words spoken face-to-face as a personal insult to the listener or listeners and in personally abusive language.
   6) Damage to or destruction of university property

**Ejected Player**

1. After ejection, the offenders will be banned from all informal recreational use and intramural participation for one week and required to meet with the intramural director within three (3) days of the offense.
2. A 2nd ejection from a game will result in the offender being banned from all intramural activities AND from all informal recreation for one month and will be reported to the Dean of Students.
3. A 3rd ejection from a game will result in no informal recreation or intramural participation for the remainder of the semester and may carry over to the next semester and will be reported to the Dean of Students.
Fighting

1. Offenders who fight will be suspended from all informal recreation and barred from participation in intramural sports until conference between the offender and the director is arranged within three (3) days of the offense (may be reported to the Dean of Students).

2. A 2nd offense will result in being barred from open recreation and intramural participation for the remainder of the semester and may carry over to the next semester. Offenders will be reported to both the university police and to the Dean of Student.