



Wallyball 4vs4

Schedules

League schedules will be posted on the bulletin boards at the Student Activity Center and on imleagues.com

General Procedures

1. All participants must register on imleagues.com and be accepted by the captain 24 hours prior to the game they wish to play. Upon the start of a competition, the IM Sports staff will check all rosters to ensure eligibility. Players who do not appear on a team's roster will be classified as ineligible and will be required to register before being allowed to play.
2. No roster additions will be allowed after the completion of regular season play.
3. Default vs Forfeit - Any team knowing in advance that they will be unable to play a regularly scheduled game has the opportunity to default. If a team defaults, they will receive a loss in the standings, an "Exceptional Sports" sportsmanship rating, and does not count as a forfeit. In order for a team to default, the team captain must contact the Intramural Coordinator in writing by 5:00 p.m. on the day prior to their contest. Otherwise, it is considered a forfeit. If a team forfeits, they will receive a loss in the standings and a "Needs Improvement" sportsmanship rating.
4. Teams must arrive 15 minutes before their scheduled start time to insure that the event runs on schedule. A 10 minute grace period will be allowed before a forfeit is awarded.
5. All players must have their valid LSSU ID card at the appropriate playing area in order to play.
6. Teams must present their LSSU ID's to the Student Activity Center to enter the facility and must present their LSSU ID to the site supervisor to check-in prior to play that night. Community members and alumni must present a photo ID to the site supervisor to check-in prior to play that night
7. Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player can continue. If there is blood on any clothing or jersey, it must be changed before the player resumes play.
8. The Sport Supervisor and Intramural Assistant is responsible for recording scores, running clock, and keeping order. The Sport Supervisor has the authority to eject any player for unsportsmanlike behavior (profanity, fighting, and participating in a contest under the influence of alcohol or other drugs, etc.). See Intramural Participant Handbook for more details.

Reporting Scores

1. Final scores and team sportsmanship ratings must be reported to the Sport Supervisor.
2. If you have another game, always check with the Sport Supervisor about return time before you leave the facility. It is our intention to keep games moving.

Game Format

1. Wallyball (co-rec) is a team game played by 4 players on each side; 2 female players and 2 male players on the court at one time. The object is to send a ball over the net and within the boundaries of the court so that the opposing team is unable to return it or prevent it from hitting the ground.
2. A team may start with a minimum of 2 players; one male and one female.
3. Substitutions may be made if your team has the serve.
4. A match consists of 3 games; first team to win 2 out of 3 wins.
5. Teams will switch sides after each game.
6. Each team will receive 1 timeout per game. Either side may call a time-out if it is during a dead ball situation.

Games and Timing

1. Each game will begin with a volley for serve
2. The captain winning the volley will have the option to serve/ receive or playing area
3. Matches going to a third game will require another volley for serve with the same options as above
4. Match is best two of three games.
5. Game is to 25 points, must win by two, rally scoring, no cap on number of points needed to win.
6. Third game (if necessary) is played to 15, win by two, rally scoring, no cap on number of points needed to win
7. Time Outs: Each team is entitled to one, thirty-second time outs per game.
(If game goes three sets teams will be allowed an additional 30-second timeout)

Rotation

1. On the change of service, members of the team that is to serve rotate one position clockwise before serving. The order of rotation must remain constant in each game.
2. All players must be in their correct position when the serve is made. Once the serve has been contacted, the players may change their line position. In other words, a front court player can switch with any other front or back court player and the same is applicable for the back court player. However, if a backcourt player exchanges with a front court player, they may not spike or block from their position in the front line.

Service

1. A legal service is contact with the ball to initiate play in which the ball must be hit with one hand, fist, or arm of the server. The ball may be tossed into the air by the server or hit underhand out of the serves hand. The ball must be served from the serving area, which is the back right one third of the court with one foot starting on the wall.
2. The ball must cross the net before it hits the wall. It may never hit the ceiling, back wall, or two walls on a serve.
3. The server must get the first attempted serve over the net and in the area of play for a good serve. An unsuccessful attempt to hit the ball is an illegal serve. There are no "do over's".

Playing the ball

1. During play, the ball must cross the net and may hit one wall. However, after crossing the net, the ball must be touched by the opponent before it hits another wall.
2. The ball may not hit the ceiling. The ball may only hit the back wall during a defensive play, not an offensive shot.

Playing the Volley

1. After a serve, each team may touch the ball up to 3 times before sending it over the net to their opponent's court.
2. Contact is allowed with any part of the body above the waist as long as the hits are clean and the ball is not held, scooped, carried in any way, or allowed to come visibly to rest. A two-hand, palm up underhand hit is illegal and will be considered a "carry".
 - a. Legal hits include: forearm passing, setting (overhead passing), blocking and spiking.

Blocking

1. A block is an attempt to stop, with any part of the body above the waist, the ball from coming over the net. Players may reach over the net to block a returning ball as long as they do not touch the net.
2. A player may not reach over and touch a ball unless their opponent is attacking the ball.

Spiking

1. Players may attack (spike) a ball and follow through over the net as long as they do not touch the net.

Rulings

1. Wallyball is a self-officiated league. Players on the court will settle all disputes. If teams cannot come to an agreement on a call, play the point over.
2. There will be a supervisor on the second floor looking down on the game to answer and questions about rules and keeping score.