

Arkansas State University

Intramural Sports

Wallyball Rules

**General Rules:**

1. Wallyball will be a self-officiated sport.
2. Maximum number of players on a team is four (4). Teams may start a game with three (3) players.
3. Teams will play the best 2 out of 3 games. Games will be played to 15 points, win by 2, with a 17 point cap. If a third game is necessary it will be played to 15 points, a team does not have to win by 2.
4. Rally scoring will be used.
5. Time outs. Teams will be allowed 1 time out per game.
6. A rock/paper/scissors contest will determine first service or choice of court side. The service will go to the other team in the second game. If a third game is necessary, then another contest will occur.
7. Substitutions only take place between games.
8. Injured players: If a player gets injured while playing the team has two options
   1. Team may play down 1 person, and the injured player can return when they are ready.
   2. Team can substitute in another player immediately and the injured player cannot return the entire match.

**Hitting the ball:**

1. There are to be no more than 3 contacts per side.
2. Using your foot is allowed if the foot is in contact with the ground. No swinging motion with the leg is permitted.
3. All walls on the offense’s side are in play.
4. The ball can be played off multiple walls and the ceiling on the offenses side if they are hitting to a teammate.
5. The ceiling on the offense’s side is in play if it is to a teammate.
6. The offense can play the ball off its own back wall and over the net at any time.
7. A ball that goes over the net and touches the back wall before the opponent or the floor is considered out.
8. A ball that hits two side walls before the opponent or the floor is considered out.
9. A ball that hits a side wall and the back wall before touching the opponent or the floor is considered out.
10. A ball that touches the ceiling and goes over the net is considered out.
11. The ceiling and back wall on own side is in bounds if own players touches it.
12. Touching the net is not allowed by players, unless the ball is driven into the net and the net hits the players.
13. Blockers can reach over the net to block, providing the other team has made its third contact of the ball.
14. If two opposing players touch the net simultaneously the point is replayed.
15. A ball crossing below the net across the vertical plane can be played back by your side if it is not over three hits.
16. A double hit is only allowed on a block.
17. If a ball is touched on a block, the team still has three hits and the blocker can make any of these hits.
18. Contacting two or more walls 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. The ball must also be touched by another player before going over on multiple wall hits.
19. Holding, pushing, scooping, lifting, or carrying the ball is not allowed. It must be a clean hit.

If two players on the same team hit the ball simultaneously, it counts as one hit and either player can play the next hit.

1. No climbing or using the walls or players assisting each other to gain height at the net.
2. A ball can hit the back wall and go over the net directly (when being played by your side), but if two walls are touched, another player must touch it before going over the net. Provided that not all 3 hits have been used.
3. On a block, if two opposing players touch the ball, the teams still have 3 hits.

**Service:**

1. A ball that passes between the net and side wall can be replayed on the 1st and 2nd serve. If the ball passes between the net and side wall on the 3rd serve cannot be replayed and it grants the other team a point and service.
2. Teams will rotate service clockwise.
3. The service area is approximately 3 feet from the back wall
4. Blocking, spiking, or attacking a serve is illegal.
5. The server may not spike or block the ball during the volley in which he/she served.

**Rules Summary:**

1. When on own side of the net:
   1. All wall and ceiling are IN, when playing the ball to a teammate
2. When hitting over the net:
   1. Off 1 side wall is OK
   2. Back wall is always out
   3. Off ceiling or more than 1 wall is out