



The University of Michigan
Department of Recreational Sports
Intramural Sports Program

WALLYBALL RULES

I. INTRAMURAL POLICIES AND PROCEDURES

(NOTE: Listed below is a synopsis of important Intramural Policies and Procedures. For a more detailed explanation, please refer to the Intramural Sports Program Manager's Manual, which can be found on our website at www.recsports.umich.edu/intramurals.)

A. ROSTER AND ROSTER ADDITIONS

1. Team Sports: A team's roster is formed throughout the regular season. All players participating in a game must be listed on that game's scorecard. The players who are listed will be entered onto that team's roster and will appear on all future scorecards under that team's name. *The manager is responsible for ensuring that each scorecard, including the printed roster, is complete and accurate (i.e. all team members who participated in that game are listed on the scorecard).* Names of individuals can be added to the original roster, prior to the new team member playing, by listing that player's name as well as his/her ID number on the scorecard. A player must participate in at least one regular season game to be eligible to participate in the playoffs.

B. ELIGIBILITY

1. **Checking ID's:** Before a contest, event, or activity, all members of a team shall present to the official their pictured Student ID card. The official shall then verify the participant's identity and so note on the scorecard. Those players listed on the scorecard and verified by an official are considered to have participated in that contest. Should a participant arrive at the contest after it has started, the participant assumes the responsibility to have his/her identity verified by the official during a stoppage of play. Should a player not be verified by an official, that individual shall be considered an ineligible player.
2. **Forgotten ID Policy:** If a player forgets his or her ID, the following procedure will be followed:
 - a. The player must present a form of pictured ID (i.e. state driver's license, state identification, etc.) to the sport supervisor.
 - b. The sport supervisor shall complete an Intramural Forgotten ID Form and give that form to the participant.
 - c. The participant shall present the completed Intramural Forgotten ID Form along with his/her ID to the game official for verification.
 - d. The player must come in the next working day between 9:00am and 4:30pm with their valid student ID to verify that they are an eligible participant in the Intramural Sports Program. Failure to do so shall result in a forfeit against the violating team.
3. **Club Sport Members and Intercollegiate Athletes:** Teams may not play with any Intercollegiate Volleyball player. Teams may play with a maximum of one individual who is on a Club Volleyball team **AND** one Ex-Varsity Volleyball athlete. Check the IM Manager's Manual for more information regarding the definitions of a Club Sports' member and Intercollegiate Athlete.

C. FORFEITS:

1. A team not ready to play (or failing to appear) at the designated day, date, time, and location of the scheduled contest will forfeit that contest.
2. In order to be credited for the forfeit “win,” the team receiving the forfeit “win” for the contest must have the minimum number of required players to start a game.

NOTE: Both teams are recommended to list the players present at the game site in order to have those players considered as having “participated” in that game.

3. A team may waive the right to forfeit and wait for the opposing team to arrive.
 - If a team decides to wait the 10 minutes for the opposing team to show they **must wait the entire 10 minutes.**
 - If 10 minutes after the scheduled game time passes, and the minimum number of players required to play for the opposing team has not arrived, the team present **must accept** the forfeit.
 - Should the opposing team arrive before the 10-minute time limit, the contest shall be played. The time lost shall not be made up.
 - If a team waives their right to a win by forfeit, and the match begins, that team cannot rescind their decision and take the forfeit.
 - If at game time neither teams have the minimum number required to play the officials will wait 10 minutes to see if either or both teams acquire enough participants to play or accept the forfeit.

D. SPORTSMANSHIP RATINGS

1. Each team in each contest shall be rated by the officials. A team begins an intramural game or event with a total of 10 sportsmanship points. During the course of the contest, teams may lose points if their behavior deteriorates. A contest will be terminated if the SRS Rating becomes zero or below.
2. Level 1 Sportsmanship Infraction: For each Sportsmanship infraction a team receives, one point will be deducted.
3. Level 2 Sportsmanship Penalty: For each Sportsmanship Penalty a team receives, three points will be deducted.
4. Level 3 Sportsmanship Ejection: For each Sportsmanship Ejection a team receives, seven points will be deducted.
5. Forfeits: Forfeiting a contest shall result in a seven point deduction.
6. Playoffs: In order to be eligible for the playoffs a team must have a SRS score of 31 or higher for the regular season. If in any playoff game, including the Championship, should a team’s actions cause that team to receive a SRS rating of less than seven (7), the game will immediately be discontinued; the opposing team will be declared the winner of the game; and the declared winner will advance to the next round in the playoffs. The declared winner must not have a SRS rating of less than seven.

Level 1: Sportsmanship Infraction (1 point deduction)	?Any verbal warning that addresses conduct
Level 2: Sportsmanship Penalty (3 point deduction)	? Alcohol use by spectators ? Spectator interference
Level 3: Sportsmanship Ejection (7 point deduction)	? Alcohol use by player ? Physical contact with an official ? Fighting ? Intentionally injuring or attempting to injure an opponent ? Threatening/Verbal abuse of an official ? Use of an ineligible player ? Use of a suspended player ? Forfeiting a game

II. SPORT RULES

NOTE: Intramural wallyball shall be played according to the American Wallyball Association Playing Rules for Wallyball. A brief summary of the rules is listed below along with Intramural Sports Program Modifications.

A. THE GAME

1. Coin toss will determine first service or choice of court side. Second game, service will be given to other team. Third game will need another coin toss.
2. A match is three games to 25 (rally score); or, a 55 minute time limit from the scheduled start of the game. All three games will be played (time allowing).
 - a. Rally Scoring:
 - A point shall be scored by the opponent each time a team commits a fault.
 - If the serving team wins the rally, it scores a point and continues to serve. If the receiving team wins the rally, it scores a point and gains the serve.
3. All three games will be played to 25 points (no cap) and a team must win by two.
4. If all three games have not been played when the time limit expired, both teams shall be credited with a win for the games that have not been played. If one team is leading at the end of the time limit that team wins the game. Also, a game that is tied when the time limit expires shall remain a tie, and both teams shall be credited with a win for the tie game.
5. Team records will be kept based on the total number of games won and lost (e.g. A team winning 2 and losing 1 game would have a record of 2 and 1. In order to qualify for "A" playoffs, a team will have to win 5 out of the 9 possible games played in a season.)
6. Playoff matches consist of the winning of two out of three games. **The 55 minute time limit is not in effect for the playoffs.**

B. THE TEAMS

1. Teams consist of four (4) players on each side. Two (2) players are required to avoid a forfeit. There is no "front row"/"back row" designation for the players; any player may hit from any position.
2. As in volleyball, substitutions may be made on any dead ball. *Substitutions are unlimited. *A circle-rotation may also be used.

C. EQUIPMENT

1. Casts are illegal.
2. Clothing which has blood on it must be removed before the player may continue competition. A substitute player should enter the game to allow the player with blood to remove the soiled clothing.

D. THE SERVICE

1. Service order must be kept prior to serving.
2. Servers may begin the serve from anywhere within three feet of their back wall. Hitting the ceiling, net, back wall(s), or two consecutive walls is a fault.
3. The service must be a clean contact with the ball. Pushing the ball or rolling the ball off the fingers (known as a "paint brush") is not allowed.
4. If server catches the ball on service toss, the server can replay the serve.
5. It is illegal to attack or block an opponent's serve.
6. The serve may hit on either side wall of the serving or receiving side of the net.

E. THE PLAY

1. Live and Dead Balls
 - a. The back wall is considered out when struck by a ball hit by an opponent. A team may use its own back wall for play as long as any ball which hits a team's back wall is hit by a teammate prior to crossing the net. Side walls are in; balls may be hit over the net off a side wall on a team's own side during the course of normal play. It is illegal to "set" a ball off your own wall which crosses the net (the ball must be hit).

- b. The ceiling is considered in-bounds if the ball strikes the ceiling on the same side that it was played **and** is subsequently played by that same team. Any other time, the ceiling is out-of-bounds. (Same rule as in volleyball.)
 - c. No hit that goes over the net, including the serve, may touch two or more walls before being played or before touching the floor.
 - d. If, on a team's first or second hit, the ball goes into the gallery (through the "window area"), and the gallery is on the team's *own* back wall, a replay is awarded. Any other time a ball is hit into the gallery (e.g., on a team's third hit, or if a team hits the ball into the gallery and the gallery is on their *opponent's* back wall), the ball is considered out-of-bounds. A ball that strikes the "window frame" and returns to the play area is considered *in play*.
2. Contacting the Ball
- a. Holding, pushing, scooping, lifting, or carrying the ball is not allowed; it must be a clean hit.
 - b. An open-hand dink of the ball is illegal. It must be a paint brush hit, a clean hit, closed fist, knuckle, cobra shot, or soft spike.
 - c. A double hit is only allowed on a block or on the return of a hard-driven hit.
 - d. If a ball is touched on a block, the team still has three hits and the blocker can make any of these hits.
 - e. It is not legal to contact the ball below the waist. Therefore, it is not legal to kick the ball.
3. Actions
- a. No climbing or using the walls or players assisting each other to gain height at the net.
4. Net Play
- a. Touching the net is not allowed by players, unless the ball is driven into the net and the net hits the players.
 - b. If two opposing players touch the net simultaneously, the point is replayed.
 - c. A ball on the vertical plane above the net is considered a "free ball," and is open to both sides.
 - d. In the attack, the player must contact the ball before the ball has completely crossed over the net.
 - e. Blocker(s) can reach over the net to block, providing the other team has made its third contact of the ball.
 - f. The opponent cannot block a set that is completely on the opponent's side of the net. However, if any part of the ball has crossed the vertical plane, a free ball is in effect and both teams are entitled to it.
 - g. A ball crossing below the net across the vertical plane can be played back by your side if it is not over three hits.
 - h. A ball passing through the side openings of the net is considered out-of-bounds.
 - i. If a ball spins across to the opponent's side and back to yours on the first or second hit, you can play your second or third hit. If it is on the third hit that it spins back, loss or point or side-out is awarded.

III. CO-REC RULES

A. Number of players

- 1. Each team may have 4 players on the court. Two (2) males and two (2) females. To avoid a forfeit the team must have two (2) players on the court, one male and one female.
- 2. It is legal to play with (2) males and (1) female.
- 3. It is legal to play with (2) females and (1) male.