WALLYBALL RULES

Wallyball is volleyball played on a racquetball/handball court, where balls may be hit off the side walls as well as directly over the net. The ceiling and back wall are out-of-bounds.

Wallyball is a self-officiated sport. While the Intramural Department will have supervisors to staff the event, the participants will officiate the match and are expected to adhere to the honor system. In the event of a discrepancy, the event supervisor reserves the right to resolve any conflicts. His/her ruling will be final.

Eligibility Rules
1. All undergraduate and graduate students currently enrolled in any department or college of the University, current faculty, and staff shall be eligible for all Intramural Sports activities.
2. All players must have their current, valid University of Maryland ID in order to sign in and participate. Players may be added to the roster during the regular season at the game site. During the playoffs, a player must already appear on the roster to be eligible to play. Players may play on only one same-gender team and one coed team.

The Game
1. Game time is forfeit time. Any team that forfeits will receive a “0” sportsmanship rating and will not be eligible for playoffs.
2. Three players will constitute a team. There must be two players present to start a game.
3. COED: Teams consist 3 players, and must play with at least 1 player of each gender.
4. Teams playing with only 2 players will lose the serve when the empty position(s) or "hole" rotates into the service position (back right). HOWEVER, the opposing team will NOT be awarded a point.
5. If extended to a decisive third game, another coin toss will be held to determine choice of serve or court side. Once a team reaches eight (8) points, the teams exchange playing areas.
6. Matches will consist of three games. Rally scoring shall be used throughout all 3 games, team first to score *25pts (win by two, 30pt cap) will win the match
   i. The third game will only be played if need be. First team to 15 (win by two, 20pt cap) wins.
7. Time Outs: One (1), one minute time out per team per game. Unused time outs do not carry over.

Equipment
1. Gym shoes must be worn. Black-soled shoes, sandals, bare-feet, and boots are strictly prohibited.
2. **Jewelry**: PLAYERS ARE NOT ALLOWED TO WEAR LOOSE JEWELRY. (FITNESS TRACKERS, WATCHES, NECKLACES, HOOP EARRINGS, ETC., are not permitted.) Covering the item with tape is not acceptable, as it does not prevent the possibility of injury.
3. Hats with a brim or unyielding material may not be worn during play.
4. The Officials will provide the game ball.

Players and Substitutions
1. A team shall be composed of three (3) players.
2. A minimum of two (2) players are required to start a match. In the event that a player becomes injured or has to leave the game (other than ejection) the game shall continue until the Supervisor deems it a farce.
3. **Substitutions:**
   a. Teams may elect to rotate all players in one at a time through the server’s position OR may substitute player for player.
      i. If teams choose to substitute player for player, a person who has subbed out may only re-enter in the same place for the same person.
      ii. Subs must be recognized by the "down" official. If the substitution is not completed promptly, the referee shall charge a timeout to the offending team.
   b. Teams must use the same method (rotation or player for player) for the entire game.
4. Any player on the court may jump and attack the ball, regardless if they are in a back-row position or not.
5. While there are no regulations regarding back row players attacking at the net, positional regulations will still be enforced. Players must rotate positions on the court.

**Rules of Play**

**UNLESS OTHERWISE LISTED BELOW, THE RULES ARE THE SAME AS 4v4 INTRAMURAL VOLLEYBALL**

1. The two teams will volley to determine which team will serve the ball first. The first serve will alternate to start each game.
2. The ball shall be called out-of-bounds whenever it hits the ceiling or back wall on the opponent's side or two or more walls consecutively on a serve or volley.
3. 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.
4. The ceiling is 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.
5. Contacting two or more walls with the ball is allowed only by the team in possession of the ball 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.