

WALLYBALL RULES

- Teams are responsible for all information given at the team manager's meeting and in the Intramural Handbook.
- Intramural Wallyball is governed by NIRSA rules except for adjustments as noted below.

RULES:

1. Two teams of 3 players each shall play the game. A team may play with 2 players.
2. Matches will be best 2 out of 3 games.
3. Games are played to 11-points, win by 2.
4. A serve is good if it hits a sidewall on either half of the court provided it lands in the opponent's court.
5. Teams are allowed unlimited substitutions; player must re-enter the game in the original serving order.
6. A player shall not contact any part of the net while ball is in play.
7. A served ball may only be bumped, not set.
8. When returning the ball, a player may follow through over the net provided first contact was made on own player's side.
9. A player may only block, spike, or volley from the front line.
10. A dead ball will be declared when ball hits the floor, back wall, or ceiling on the opponent's side. Or when a team returns the ball and it hits two or more consecutive walls.
11. NO JEWELRY! Medic alert bracelets and religious jewelry must also be taped to the skin.
12. "NO MOUTH" Rule
13. Unsportsmanlike conduct will not be tolerated.

ELIGIBILITY:

Individuals may play on only one team.

LOCATION:

All Intramural Wallyball games are played on the SRC racquetball courts (2,3,&4) unless noted otherwise.

EQUIPMENT:

Intramural Sports will provide the game balls. No player shall wear equipment that is dangerous to other players.