

WALLYBALL

Wallyball is a team game played with a round inflated ball with a net is placed between two or more walls. Play is started by one team hitting the ball "off the wall" or directly over the net to the opposing team. The opposing team attempts to prevent this by hitting the ball off the side or back wall and volleying it back over the net. The ball is out of bounds whenever it touches the ceiling, hits the back wall on the opposite side, or hits two or more walls on the serve or volley. The back wall is in play only on the returning team's side. Points are scored when a team fails to return a serve or volley. The first team to 15 points with a two point advantage wins.

COURT BOUNDARIES AND EQUIPMENT

COURT SIZE:

The court must be 40' long by 20' wide by 20' high.

CENTER LINE:

The short serving line in racquetball courts will be designated as the center line.

NET:

The net shall be 3' wide overall and not to exceed 18' when stretched. The net shall be installed no lower than 8' or higher than 8'2" (depending on installation requirements).

BALL:

The ball shall not be less than 25" or more than 27" in circumference, and it shall weigh not less than 250 grams or more than 280 grams.

BACK WALL IN PLAY OR IN BOUNDS:

The back wall is in play only on the returning team's side provided a player touches it first.

OUT OF BOUNDS:

The ball is out of bounds whenever it hits the ceiling, hits the back wall on a serve or a volley, hits two or more walls on a serve or volley. The ball can be played off the ceiling, if the offensive team still has a hit and the ball comes down on their side. If the ball hits the ceiling and goes to the opposite side, it is out.

SERVICE AREA:

Two lines 3" long by 1" wide placed in each teams' right hand corner shall determine the service area. The first line is placed 3' from the back wall, on the wall on the right facing the net. The next line placed at the 10' mark, front and back wall respectively.

REFEREE TEAMS AND PLAYERS

NUMBER OF PLAYERS:

Teams entered the league or tournament play shall be composed of four-person teams. Teams may start with three players.

PLAYER DIVISIONS:

Teams entered in league or tournament play shall be classified as follows:

Men's: Four-person teams
Women: Four-person teams
Co-Rec: Four-person teams;

POSITION OF PLAYERS

SERVER:

The server serves from within the serving area.

PLAYERS POSITION WHEN BALL IS SERVED:

Players shall be positioned as follows:

One player up and two players back, or two up and one back. After the ball is hit for serve, players can move from their positions.

SCREENING:

At the moment of service, it is illegal for the players on the serving team to screen or to hide the servers action, by raising their arms, jumping, or form groups of two more players for screening.

SERVICE FIRST GAME:

Service is decided by a coin toss called by team captains. Winner gets the choice of the service or playing area. The team not serving first starts serving the second game. The team with most combined points (first and second game) starts serving the third game, if needed.

FOR SUBSEQUENT GAMES:

Teams switch sides at the end of each game.

DURATION OF SERVICE:

A team continues serving until a foul is committed or the game is completed.

ALTERNATING SERVICE:

When the serving team commits a foul, service is given to the opponents, who rotate one position clockwise.

SERVER:

The right player of the serving team shall be the first server of the game. Thereafter, the player rotating from the right forward to the right back is the server.

POSITION OF THE SERVER:

Service is made from within the serving area. Servers must not touch the lines bounding this area on the floor or outside this area the instant the ball is contacted when hit for the serve. The server's body may be in the air over or beyond these lines.

SERVING OUT OF TURN:

A player shall not serve out of turn. An out-of-turn service may be called by the opposing captain. The points made on this service shall be canceled and side-out service is called, there is no loss of point. In either case, players of the team in error must return to the proper positions before service by either team.

DEAD BALL:

A served ball is dead if it: touches the floor of the serving area, a teammate of the server, the net; passes through or under the net; or lands out of bounds.

NET PLAY

CONTACTING NET:

Players must not contact any part of the net while the ball is in play. If the ball is driven into the net and the net contacts opposing players, this is not a foul if they did not contact the net by their own motion.

REACHING OVER THE NET:

In returning the ball a player may follow through over the net, providing he first contacts the ball on his own side of the net. Player(s) in the act of blocking may reach across the net but may not contact the ball there until opponent has hit the ball to return it.

CROSSING CENTER LINE:

A player may touch the center line but not the floor on the opposite the center line while the ball is in play. Any part of a player's body may be in the air below the net and beyond the center line if he does not interfere with play by touching the ball or an opponent. A player may reach under the net to retrieve a ball that is in play by his team.

BALL CONTACTING AND CROSSING THE NET:

A ball (other than when served) may touch the net within or on the side when crossing to the opponent's area.

PART OF BALL CROSSING NET:

When only part of a ball crosses the net and is then contacted by an opponent, it is considered to have crossed the net.

SUCCESSIVE CONTACTS BY BLOCKERS:

When a player participates in blocking and makes only one attempt to play the ball during the block, he may make successive contacts of the ball during such a play. Player(s) participating in this play may participate in the next play. However, this second hit counts as the second of three hits allowed by a team.

BLOCKING:

Blocking can only be done by the front line. A player may not move up to assist. No more than two players may block a serve, spike, or volley.

PLAYING THE BALL

SIMULTANEOUS CONTACTS BY A PLAYER:

Simultaneous contacts of the ball with two or more parts of a player's body are allowed and considered one play.

SIMULTANEOUS CONTACTS BY TEAMMATES:

Simultaneous contacts of the ball by more than one player on the same team are allowed and considered one play. Players in such a play can participate in the next play.

THREE SETS OR PLAYS BY A TEAM:

A team cannot set or play the ball more than three times. The ball must clear the net on the third set or the team loses the point or the serve. Contacting the wall does not count as a set or play.

PLAYING THE BALL:

The ball can be hit with any part of the body above the waist.

PLAYING TWO OR MORE WALLS:

Contacting two or more walls is only permitted on the returning team's side after a player touches the ball. The ball cannot cross the net after contacting two or more walls. If it does, it is considered a side-out or loss of point.

SCORING POINTS:

The serving team scores points when opponents commit a foul.

SIDE-OUT:

A side-out is declared when the opponent team commits a foul. Service is awarded to the receiving team. Points are not awarded on a side-out.

MATCH:

Matches are decided when a team who win two of three games.

GAME:

A game is won by the first team to score 15 points, with a two point advantage. ***If there is a tie at 15-15 the game will ends when a team reaches 17.***

LEAGUE AND TOURNAMENT PLAY MATCHES:

All matches will be won by the team who wins two out of three games. Each game is 15 points, with a two point advantage.

TIME-OUTS:

Each team is allowed one 30-second time-out per game. There will be one minute breaks between games.