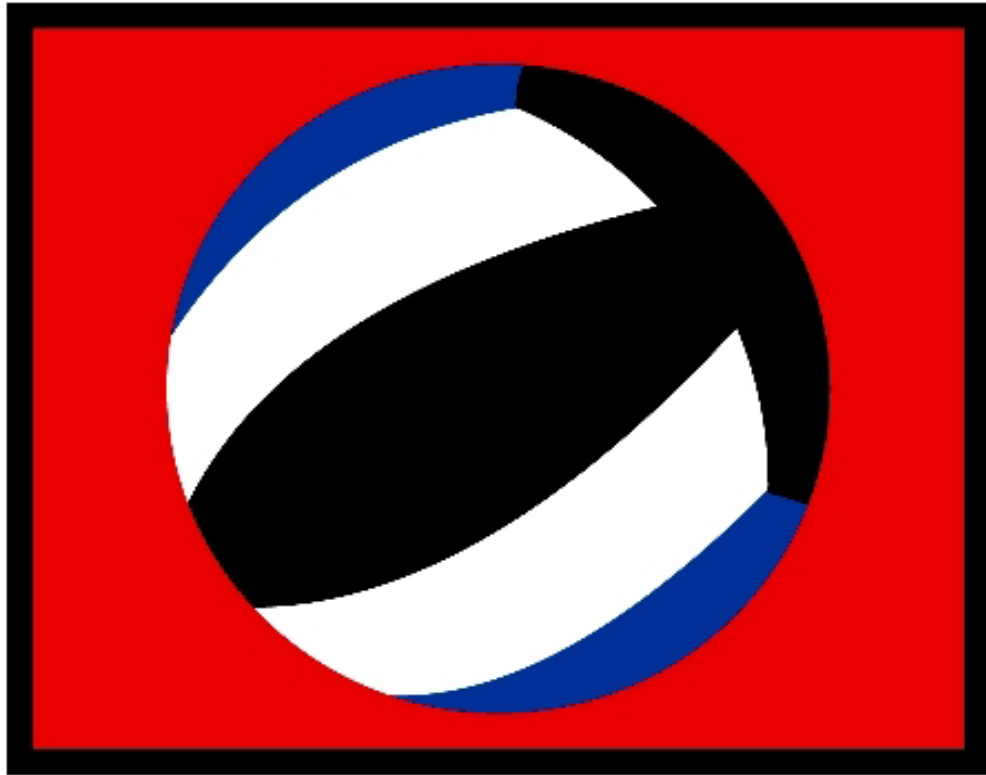


IFORMATION

WALLYBALL



NETWORK!

WALLY.BALL.NET

The official wallyball rulebook for all levels of play.

(Doubles, triples, four, five and six person teams)

Complete with the latest rule changes and additions.

WHAT IS WALLYBALL?

Wallyball (known in some places as rebound volleyball) is a fast-paced sport that was created at the Calabasas Racquetball Club (Calabasas, CA), in 1979. The idea was an attempt to help bring more business into the club in the summer months. The club pro Joe Garcia then took the idea mainstream. However, the sport roots go back to as early as 1972. The game was called Deckerball. It is very similar to the game of wallyball and could be the predecessor to the game of what is now known as wallyball. In Kansas, IL, a high school physical education teacher and a couple of his students, including Mark Decker sat down to create a game that combined several skills from other games that would be used for indoor play during bad weather situations. By combining handball (racquetball with no racquet), tennis, and volleyball, they arrived at the game that is called Deckerball (after Mark Decker).

The general concepts of wallyball are very similar to indoor volleyball. The game is played in a racquetball court with a net strung across the short way at the mid-point of the court. The net height is the same as it is in volleyball. The ball is of similar size to volleyball, but is made of rubber. Due to the pressure and surface of the ball, if you do get thwacked with it, it stings a bit more than a standard volleyball.

Wallyball can be played with any number of players from 2 to 6 players a side.

WHAT IS THE WALLYBALL INFORMATION NETWORK (WIN)?

The Wallyball Information Network (WIN!) is a non-profit organization formed to promote wallyball throughout world. The Wallyball Information Network (WIN!) assists facilities in promoting and marketing the sport in their community. WIN! provides materials and a personal touch to help promote the sport. WIN! also offers wallyball clinics, demonstrations, and open houses.

ABOUT THIS RULEBOOK

This rulebook is an expanded version of all other wallyball rulebooks. When I served as the USA Rules Director for the AUWP, I was given the task for expanding and rewriting the current rules and present it to the AUWP Board of Directors for their input and approval. It took a little over a year, but I finished the project. The AUWP's rulebook came out in 2002. It was good start, but the rulebook still needed to add comments from the players and to define some rules more clearly. What follows is a more "fine-tuned" rulebook by the Wallyball Information Network.

Please contact me if I can help you with wallyball in any way.

Steve Fuhrman
Wallyball Information Network Executive Director
Wallyball Information Network National Rules Director
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Wallyball is a sport that can be played socially and/or competitively. It is a sport full of action, intensity and aerobic activity. The overall benefit of being active and fit is an improved quality of life-being able to do things you enjoy for longer periods of time. It also means having the energy and strength to feel as good as possible. Getting more fit, even a little bit, can improve your health. You don't have to be an athlete to be fit. Athletes reach a very high level of fitness. And people who take brisk half-hour walks every day reach a good level of fitness. Even people who can't do that much can work toward some level of fitness that helps them feel better and have more energy.

Every sport requires structure to ensure consistency in competition, and this book not only documents the game and ball handling rules of the sport, it also provides the structure that surrounds tournament play.

This is a list of active and non-active governing bodies for wallyball:

Active:

- American Wallyball Association (AWA)
- Wallyball Information Network (WIN!)

Non-Active

- United States Wallyball Association (USWA)(formerly the Association of United Wallyball Players (AUWP))
- Wallyball International Inc. (WII)

WHO MAKES THE RULES?

Joe Garcia created the initial set of rules for the sport in 1979. These rules were simple, yet extremely well thought out. A mutual friend introduced Joe to UCLA Volleyball Coach Al Scates in Los Angeles. Al Scates and UCLA volleyball won NCAA championships in 1970-71-72-74-75-76-79-81-82-83-84-87-89-93-95-96-98-2000-06. He is the only coach to have guided his team to three successive titles three times, including four straight from 1981-84. Scates was named Coach of the Year in 1984, '87, '93, '96, '98 and 2006.

With the help of Coach Scates, Joe developed the first complete set of official wallyball rules that were safe, fun and easy to understand. During the decade of the 80s, the sport has experienced a large growth in the number of people playing the game.

For those of you that play socially or in leagues, some of the rules relating to the structure of tournaments will need to be altered or ignored in order for you to enjoy your activity. In addition, League and Tournament Directors may change rules stated in this manual in order to meet their specific circumstances. These changes are called "House Rules".

It doesn't matter whether you play socially or competitively, the basic game and ball handling rules of the game apply.

The WII (Wallyball International, Inc.) has a rulebook. I purchased one in December of 2003. The WII's rulebook was last printed in 1990. To my knowledge there has not been a newer rulebook from the WII even though I have experienced "new" rules when I participate in their tournaments. Their rulebook was available free as a download from their website, but currently, their website is off-line.

The AWA (American Wallyball Association) printed a new rulebook in 2003. Basically it is their old rulebook repackaged.

The Association of United Wallyball Players (now called USA Wallyball) was created in 2001. The original Board of Directors of this association consisted of wallyball enthusiasts that have been very active in the development of the sport. These board members came together in agreement that the rules as stated in this rulebook should be the Official Wallyball Rules for the sport. The National Rules Director was Steve Fuhrman.

Steve Fuhrman and Lori Ellsworth (two of the original AUWP Board Members) started the Wallyball Information Network in 2004. This non-profit organization is dedicated in promoting wallyball throughout the world.

In 2005, the Wallyball Information Network decided to offer a free, more "fine-tuned" rulebook. This rulebook adds comments from the players and defines some rules more clearly. A section was added to explain the differences between the three national wallyball associations.

In 2012 the rulebook was again updated with the help from players throughout the world.

HOW TO USE THIS RULEBOOK

This book is organized into eight separate sections. Each of these sections contains information relevant to a complete understanding of the rules. The sections and their uses are as follows:

THE RULES

Here you will find the rules applicable to the game. Each rule is detailed in an explicit manner. If you are looking for a rule, look here.

RULING SITUATIONS

Often examples are the best way to describe a rule, so this section gives examples of situations found during play, and here you will find how the rule is to be applied.

COMMENTARY ON THE RULES

Some rules tend to be subject to interpretation no matter how clearly stated, so this section goes into a little more detail describing the rule.

GLOSSARY

A clear understanding of the terminology used in the sport is crucial to your understanding of the rules. Standard wallyball terminology is used in the other three sections, and the Glossary is where you will want to go to get a clear understanding of this terminology.

RULE DIFFERENCES BETWEEN THE WALLYBALL ASSOCIATIONS

RULE CLARRIFICATIONS

CERTIFICATION PROGRAMS

WALLYBALL INFORMATION NETWORK (WIN!) OFFICERS AND BOARD OF DIRECTORS



TABLE OF CONTENTS

HOW TO USE THIS RULEBOOK 4

COURT AREA AND EQUIPMENT 8

 1.01 COURT AREA..... 8

 1.02 NET 8

 1.03 NET SUPPORTS 8

 1.04 THE BALL..... 8

 1.05 SERVICE AREA 8

SCORING AND TIME-OUTS.....9

 2.01 NUMBER OF GAMES9

 2.02 POINTS SCORED (RALLY SCORING)9

 2.03 MATCH9

 2.04 END OF GAME (GAME-POINT).....9

 2.05 SCORING IN A FORFEITED GAME9

 2.06 SCORING IN A DEFAULTED GAME9

 2.07 REQUESTS FOR TIME-OUTS.....9

 2.08 NUMBER OF TIME-OUTS9

 2.09 FAILURE TO RETURN TO GAME AFTER TIME-OUT EXPIRES OR TEAM DELAY9

 2.10 CONSECUTIVE TIME-OUTS..... 10

 2.11 INJURY TIME-OUT 10

RULES OF PLAY 11

 3.01 PRE-GAME WARM-UP 11

 3.02 CHOICE OF COURT SIDE, SERVE OR RECEIVE 11

 3.03 CHANGE OF PLAYING AREAS BETWEEN GAMES 11

 3.04 CHOICE OF COURT SIDE OR SERVE IN A DECIDING GAME..... 11

 3.05 START OF GAME 11

 3.06 TIME BETWEEN GAMES 11

 3.07 INTERRUPTIONS OF PLAY 11

 3.08 MATCH INTERRUPTIONS 12

 3.09 DELAYING THE GAME..... 12

 3.10 OUT OF BOUNDS 12

 3.11 BACK WALL IN PLAY OR OUT OF BOUNDS 12

 3.12 CEILING IN PLAY OR OUT OF BOUNDS 12

 3.13 HITTING THE BALL OUT OF THE COURT AREA 13

 3.14 BALL HITS CORNER OR FIXTURE IN THE COURT AREA 13

PLAYERS AND TEAMS -- MAKE-UP AND POSITIONS..... 14

 4.01 RULES OF THE GAME..... 14

 4.02 ATTIRE..... 14

 4.03 TEAM COMPOSITION AND SUBSTITUTIONS 14

 4.04 NUMBER OF PLAYERS 14

 4.05 TEAMS AND DIVISIONS 14

 4.06 SUBSTITUTIONS 15

 4.07 FOUR, FIVE, AND SIX PERSON PLAY 15

OFFICIALS RESPONSIBILITIES AND POSITIONS..... 16

 5.01 REFEREE’S POWER 16

 5.02 REFEREE AND HIS/HER DUTIES 16

 5.03 REFEREE AND HIS/HER POSITION DURING PLAY 16

 5.04 REFEREE AND KEEPING TIME 16

 5.05 REFEREE AND PLAYER POSITIONS 16

 5.06 REFEREE AND PENALTIES 16

 5.07 TOURNAMENT DIRECTOR 16

 5.08 PLAYING CAPTAIN 17

 5.09 PROTESTING AN OFFICIAL’S DECISION 17

| | |
|---------------------------------------------------------------------|----|
| THE SERVICE | 18 |
| 6.01 LEGAL SERVICE | 18 |
| 6.02 PRELIMINARY SERVICE ACTION | 18 |
| 6.03 SERVING BEFORE THE REFEREE CALLS THE SCORE | 18 |
| 6.04 THE SERVICE LINE..... | 18 |
| 6.05 LENGTH OF THE SERVICE..... | 18 |
| 6.06 ILLEGAL POSITION OF THE SERVER | 19 |
| 6.07 SERVICE IN SUBSEQUENT GAMES | 19 |
| 6.08 SERVING ORDER | 19 |
| 6.09 SCREENING..... | 19 |
| 6.10 PLAYER POSITIONS AT SERVICE | 19 |
| 6.11 RECEIVING THE SERVICE WITH AN OPEN HAND FINGER PASS | 19 |
| 6.12 SERVICE FAULTS | 19 |
| PLAY AT THE NET | 20 |
| 7.01 BALL TOUCHING THE NET | 20 |
| 7.02 BALL CROSSING THE NET | 20 |
| 7.03 PART OF THE BALL CONTACTING AND CROSSING NET | 20 |
| 7.04 PLAYER CONTACT WITH THE NET | 20 |
| 7.05 REACHING OVER THE NET | 20 |
| 7.06 RECOVERING THE BALL FROM THE NET | 20 |
| 7.07 CROSSING THE CENTER LINE | 20 |
| 7.08 SIMULTANEOUS NET CONTACT BY OPPONENTS | 20 |
| 7.09 BALL CROSSING THE VERTICAL PLANE OF THE NET | 20 |
| 7.10 BALL DIRECTLY ABOVE THE VERTICAL PLANE OF THE NET..... | 21 |
| 7.11 DEAD BALL | 21 |
| 7.12 THE HONOR CALL..... | 21 |
| 7.13 THE BALL PASSING THROUGH THE NET OPENING..... | 21 |
| PLAYING THE BALL | 22 |
| 8.01 NUMBER OF CONTACTS WITH THE BALL | 22 |
| 8.02 CONTACTED BALL | 22 |
| 8.03 MULTIPLE CONTACTS WITH THE BALL BY A PLAYER | 22 |
| 8.04 MULTIPLE CONTACTS WITH THE BALL BY BLOCKERS..... | 22 |
| 8.05 MULTIPLE BODY CONTACTS WITH THE BALL..... | 22 |
| 8.06 PLAYING TWO OR MORE WALLS..... | 22 |
| 8.07 CONSECUTIVE CONTACT | 22 |
| 8.08 MISHANDLED, HELD OR THROWN BALL..... | 22 |
| 8.09 SIMULTANEOUS HOLDING BY OPPONENTS | 23 |
| 8.10 SIMULTANEOUS CONTACT BY TEAMMATES | 23 |
| 8.11 TEAM OR PLAYER ASSISTANCE..... | 23 |
| 8.12 BLOCKING | 23 |
| 8.13 BLOCKING AND SPIKING THE SERVE..... | 23 |
| 8.14 CLIMBING THE WALL | 23 |
| 8.15 MULTIPLE CONTACTS WITH THE BALL DURING A BLOCK | 23 |
| 8.16 DEFLECTING THE BALL OFF THE BACK WALL..... | 23 |
| 8.17 ATTACK SPIKING THE BALL | 24 |
| 8.18 THE BALL SPINNING INTO THE OPPONENT’S COURT AND RETURNING..... | 24 |
| 8.19 DINKING..... | 24 |
| TEAM AND PLAYER FAULTS COMMITTED DURING PLAY | 25 |
| 9.01 DOUBLE FAULT | 25 |
| 9.02 OPPONENTS COMMITTING FAULTS AT THE SAME TIME | 25 |
| 9.03 PENALTY FOR A FAULT | 25 |
| 9.04 DURING PLAY FAULTS | 25 |

| | |
|-----------------------------------------------------------------------------------|----|
| MISCELLANEOUS | 26 |
| 10.01 COED PLAY..... | 26 |
| 10.02 RESPONSIBILITY FOR SECURING A REFEREE | 26 |
| 10.03 WEARING PROTECTIVE EQUIPMENT DUE TO INJURY | 26 |
| CONDUCT AND SANCTIONS | 27 |
| 11.01 TEAM CONDUCT | 27 |
| 11.02 IMPROPER CONDUCT SUBJECT TO SANCTION..... | 27 |
| 11.03 SANCTIONS..... | 27 |
| COURT AREA AND EQUIPMENT | 28 |
| <i>Commentary on Chapter 1</i> | 28 |
| SCORING AND TIME-OUTS | 28 |
| <i>Commentary on Chapter 2</i> | 28 |
| RULES OF PLAY | 29 |
| <i>Commentary on Chapter 3</i> | 29 |
| PLAYERS AND TEAMS -- MAKE-UP AND POSITIONS | 29 |
| <i>Commentary on Chapter 4</i> | 29 |
| OFFICIALS RESPONSIBILITIES AND POSITIONS | 30 |
| <i>Commentary on Chapter 5</i> | 30 |
| THE SERVICE | 31 |
| <i>Commentary on Chapter 6</i> | 31 |
| PLAY AT THE NET | 32 |
| <i>Commentary on Chapter 7</i> | 32 |
| PLAYING THE BALL | 32 |
| <i>Commentary on Chapter 8</i> | 32 |
| TEAM AND PLAYER FAULTS COMMITTED DURING PLAY | 33 |
| <i>Commentary on Chapter 9</i> | 33 |
| MISCELLANEOUS | 33 |
| <i>Commentary on Chapter 10</i> | 33 |
| CONDUCT AND SANCTIONS | 33 |
| <i>Commentary on Chapter 11</i> | 33 |
| WALLYBALL GLOSSARY | 35 |
| RULE DIFFERENCES BETWEEN WALLYBALL ASSOCIATIONS | 39 |
| RULE CLARIFICATIONS BY THE WALLYBALL INFORMATION NETWORK | 42 |
| WALLYBALL INFORMATION NETWORK (WIN!) CERTIFICATION PROGRAM | 43 |
| WALLYBALL INFORMATION NETWORK (WIN!) OFFICERS AND BOARD OF DIRECTORS | 44 |
| (Past and Present) | |
| Additional Rule Clarifications for the OPEN Player | 45 |
| Additional Rule Clarifications for the ADVANCED Player | 48 |
| Additional Rule Clarifications for the INTERMEDIATE Player | 50 |
| Additional Rule Clarifications for the BEGINNER Player | 52 |
| Additional Rule Clarifications for the RECREATIONAL Player | 54 |
| Additional Rule Clarifications for Kids 12 and Under | 58 |

CHAPTER 1
COURT AREA AND EQUIPMENT

1.01 COURT AREA

Wallyball is played on a standard racquetball court, so the court dimensions are the same. The dimensions of the court are forty (40) feet (12.1920m) long by twenty (20) feet (6.0960m) wide by twenty (20) feet (6.0960m) high. The court is divided into two equal halves, with a centerline between each side. The surface must be flat, horizontal, and uniform.

It must not present any danger of injury to the players. Players may mop the floor provided the referee does not judge the action to be a delay.

1.02 NET

The net is three (3) feet wide and extends the entire width of the court. Standard net height (SNH) is measured from the floor to the top of the net and should be the same at the net ends and center. The SNH for men and coed play is eight (8) feet (2.45m). The SNH for women's play is seven (7) feet four and a quarter (4 1/4) inches (2.24m). Net tension should be adjusted so that a ball hitting the net rebounds sharply back into the playing area.

1.03 NET SUPPORTS

Net supports will be installed in the walls so as not to threaten the safety of the players. All other dangerous or obstructing devices must be eliminated.

1.04 THE BALL

The ball is spherical and inflated to the manufacturer's recommended pressure. The ball weigh and circumference must be equal to or between the following tolerances:

| Ball Specifications | Minimum Tolerance | Maximum Tolerance |
|----------------------------|--------------------------|--------------------------|
| Weight | 9 ounces (280 g) | 10 ounces (280 g) |
| Circumference | 25 inches (62 cm) | 27 inches (68 cm) |

1.05 SERVICE AREA

The service area is designated by a line one and one half (1 1/2) inches (3.75cm) wide, which extends the entire width of the court. The line will be placed three (3) feet (90.00cm) (not including the width of the line) from the back and front walls, respectively.



CHAPTER 2

SCORING AND TIME-OUTS

2.01 NUMBER OF GAMES

In general, matches will consist of the best of two (2) out of three (3) games, or best of three (3) out of five (5) games.

2.02 POINTS SCORED (RALLY SCORING)

Every time the ball is served, a point is scored by the winning team, except when the score for both teams is frozen. Both teams are frozen when the serving team achieves the freeze point. At the next side-out, one additional point will be awarded to the team that has won the serve. At this time, either team can score points only when serving.

A point is awarded to the winner of each volley, until one team reaches the freeze-point. The freeze-point is three points less than the number needed to win a game. Once at freeze-point, points are only awarded to a team that is both serving and wins the volley.

Example: A freeze point would be twelve in a fifteen-point game or fifteen in an eighteen-point game).

2.03 MATCH

In general, a match is won when one team wins more than half of the games stipulated in the match.

2.04 END OF GAME (GAME-POINT)

The final point that is needed to end the game is termed game-point; the team that reaches game-point wins. Game-point is reached when one team has both the number of points that constitutes a game and a two-point advantage. If a two-point advantage does not exist when a team reaches the number of points that constitutes a game, play will continue until a two (2) point advantage is reached. If time is a consideration, omit the two-point advantage rule.

2.05 SCORING IN A FORFEITED GAME

If a game is forfeited due to an insufficient number of players on a team, or if a team refuses to start a game, the forfeiting team will lose the game by a score of (X) to zero (0) (X being the number of points designated as the winning score in a game). The forfeiting team will lose the match by a score of (Y) to zero (0) (Y being one game more than half the games designated as a match).

2.06 SCORING IN A DEFAULTED GAME

If a team defaults due to the injury of a player or the dismissal of a team member by the referee, any points scored by both teams before the default will count. The winning team will be awarded enough points to give them a two (2) point advantage over the defaulting team.

2.07 REQUESTS FOR TIME-OUTS

A request for a time-out may only be called by the team captain and only when the ball is dead. A time-out may not be called once the referee calls the score to start play.

2.08 NUMBER OF TIME-OUTS

Each team will be allowed two (2) time-out periods limited to sixty (60) seconds each per game. The team that called the time-out may terminate the time-out before sixty (60) seconds has expired by indicating that they are ready to resume the game.

2.09 FAILURE TO RETURN TO GAME AFTER TIME-OUT EXPIRES OR TEAM DELAY

If a team does not resume play immediately after the signal ending a time-out is given by the referee, that team will be charged with another time-out. If both time-outs have already been used by that team, that team will be penalized and a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called.

2.10 CONSECUTIVE TIME-OUTS

Two (2) time-outs may be called consecutively by a team without resuming play. If a third time-out is called by the same team, that team will be penalized and a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called.

2.11 INJURY TIME-OUT

The referee will stop the game when a player has been injured. If the injured player cannot continue the game, a substitution may be called, the game may be forfeited or the team may play without the injured player, i.e. two (2) against three (3); three (3) against four (4). [If the match is a coed match, the team must continue to have at least one female player on the team.]

A maximum of two (2) injury substitutions per game will be allowed. An injured player may re-enter a subsequent game of the match. A time-out may be requested after an injury time-out has expired if the team requesting the time-out has not used their two (2) allowed time-outs. If the game must be stopped or delayed to remove an injured player from the court, no time-out will be called no matter how long it takes to remove the player safely.



CHAPTER 3

RULES OF PLAY

3.01 PRE-GAME WARM-UP

A warm-up period of three (3) minutes will be allotted each team, either on the playing court or at another site designated by the referee. If both teams warm-up on the playing court at the same time, the referee will allow 6 minutes for the warm-up. At the end of the warm-up period, the referee will indicate that play is to begin. Once line-ups are verified, no changes can be made.

3.02 CHOICE OF COURT SIDE, SERVE OR RECEIVE

The referee will toss a coin (or use another method of selecting options) between the team captains for choice of side, serve or receive. The winner of the coin toss will have the option of serving first, receiving first or choosing the side of the court on which to play the first game of the match. If the winner chooses to serve first or receive first, the loser will select the side of the court. If the winner chooses to select the side of court, the loser then has the choice of serve or receive. The team not serving first in the first game will serve first in the second game.

3.03 CHANGE OF PLAYING AREAS BETWEEN GAMES

Except for a deciding game, players will change sides after each game of the match.

3.04 CHOICE OF COURT SIDE OR SERVE IN A DECIDING GAME

If the match involves a third or a fifth game, the referee will toss a coin between the team captains for choice of side or serve. The winner of the coin toss will have the option of serving first or choosing the side of the court to play on. If the winner chooses to serve first, the loser will select the side of the court to play on.

If the winner chooses to select the side of court, the loser automatically serves.

Both teams will change sides after one team's score equals one half the number of points designated to win the match (for instance eight (8) points in 15 point games). The serve will continue with the same server and all other team members will take the same positions they were in before the change of sides took place.

3.05 START OF GAME

The referee will direct play to begin by calling the score.

3.06 TIME BETWEEN GAMES

Changing playing areas will take place between games and should be made with a minimum of delay. In general, two (2) minutes will be allotted between games with five (5) minutes allotted before the final (third or fifth) game in a match. No extra time will be allotted for changing sides in the middle of the final game in a match.

3.07 INTERRUPTIONS OF PLAY

When an interruption occurs, play will stop immediately, and the point will be replayed.

Examples of Interruptions are:

1. an injury
2. an object is thrown onto the playing court that might endanger a player's safety.
3. a player's equipment (glasses, headband, etc) falls to the floor and creates a safety hazard, play will be stopped.
4. external interference during a game that distracts the referee

3.08 MATCH INTERRUPTIONS

If a match cannot be finished due to insufficient time or equipment failure, the following will apply:

1. If the match can be resumed later, any points scored in the current game before the interruption will count and the teams will continue the game under the same conditions before the interruption.
2. Any completed games of a match will count.

3.09 DELAYING THE GAME

Delaying the game unnecessarily for any reason whatsoever is grounds for a sanction if deemed appropriate by the referee. A warning for the first occasion and a penalty on any subsequent occasion during the same game will be assessed. The referee will notify the coach or playing captain of the reason for the sanction. Such sanctions will be noted in the comment section of the score sheet. Team delays include:

The failure to submit a line-up at least two (2) minutes before the start of the match or the signal indicating expiration of the rest period between games.

1. A second improper request during the same game.
2. A delay caused by the failure of a substitute to immediately enter the game when authorized.
3. A request for the entry of an illegal player (one not on the team roster, a previously disqualified team member, illegal number, etc.).
4. A delay in returning to play after a time-out.
5. A delay in moving to positions for serving or receiving serve after completion of a rally.
6. Any other action by a player that creates an unnecessary delay in the start of play.

If a rest period has expired and a team has not reported back to the playing area, a time-out will be charged to the missing team. Up to two (2) time-outs may be charged to a team delaying the start of a game by the referee. If both time-outs have been used and the team does not resume play, the referee may declare a fault and sanction the offending team. A point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called.

3.10 OUT OF BOUNDS

The ball will be called out of bounds whenever it hits (on a serve, volley or block) the ceiling on an offensive shot (that goes over the net), when the ball hits the back wall on the opponent's side of the court or if the ball contacts two or more walls consecutively.

3.11 BACK WALL IN PLAY OR OUT OF BOUNDS

A team in possession of the ball may cause the ball to bounce off their own back wall. The ball can then be played by another player on their team (as long as they are within the allowed three touches of the ball), or the ball can be bounced off the back wall in a manner that propels it over the net into the opponent's court. In this latter case, if the ball touches a side wall or the opponent's back wall before a member of the opponent's team touches the ball, a two wall violation occurs and a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called.

3.12 CEILING IN PLAY OR OUT OF BOUNDS

A team in possession of the ball may cause the ball to bounce off their own ceiling. The ball can then be played by another player on their team (as long as they are within the allowed three touches of the ball). If the team in possession of the ball causes the ball to bounce off the ceiling in a manner that propels the ball over the net into the opponent's court, a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called.

3.13 HITTING THE BALL OUT OF THE COURT AREA

If (on the first or second hit), a team in possession of the ball causes the ball to be hit outside the court area into the spectator's gallery on their side of the net, or causes the ball to be hit into an adjacent court on their side of the net, the ball will be declared dead and the point will be replayed. No loss of point or serve will be called. However, if (on the third hit), a team in possession of the ball causes the ball to be hit outside the court area into the spectator's gallery on their side of the net, or causes the ball to be hit into an adjacent court on their side of the net, a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called.

If (on any hit or legal volley), a team in possession of the ball causes the ball to be hit outside the court area into the spectator's gallery on the opponents side of the net, or causes the ball to be hit into an adjacent court on the opponent's side of the net, a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called.

If, in the opinion of the referee, the team in possession of the ball intentionally causes the ball to go outside the court area into the spectator's gallery on their side of the net, or causes the ball to be hit into an adjacent court on their side of the net, the play will be declared dead and a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called.

3.14 A BALL HITS A CORNER OR A FIXTURE ON THE COURT

If a ball that is in play hits a corner or a fixture on the court, causing the ball to drastically change direction, it is a replay.

If the ball gets stuck in the net or stuck in a corner, "stuck" means that the ball actually stops moving and needs to be physically removed, it is a replay.



CHAPTER 4
PLAYERS AND TEAMS

4.01 RULES OF THE GAME

All OPEN / ADVANCED team members are required to know the rules of the game and are required to abide by them. Other divisions will “relax” some of the rules. *Please see the last pages in this rulebook for more details.*

4.02 ATTIRE

All players will comply with the proper player attire as stated in this rulebook. Players will dress in shorts, jerseys (T-shirts) and shoes (sneakers) with non-marking rubber soles. Shoes are required at all times.

A player cannot have glitter in their hair or on their face. Head gear, such as hats, jewelry or large hairpins are not allowed. An exception will be made for religious or medical medallions. If worn, medallions shall be removed from chains and taped or sewn under the uniform. If a ring, other than a flat band, cannot be removed, it shall be taped in a manner as not to create a safety hazard. If it is necessary to stop the game to remove illegal headgear or equipment, a time-out will be charged to the offending team. Sweat bands worn on the head or wrist are legal. The referee should check any taping or injury wrapping. No hard casts of any kind are allowed. Soft cast may be allowed at the discretion of the referee. Players may wear glasses or lenses at their own risk.

4.03 TEAM COMPOSITION AND SUBSTITUTIONS

The Tournament Director will be given a roster listing all team players, the team captain and all substitutes before the start of each match. Any players not listed on the roster before a match will not be allowed to play. A woman may play in a men’s division. A man cannot play in a women’s division.

4.04 NUMBER OF PLAYERS

Team will be composed of two (2), three (3), or four (4) players. Each men or women’s team will be allowed one substitute or alternate player. Each coed team will be allowed one male and one female substitute or alternate player. When a team has been reduced to less than the allotted number of players, a substitution may be called, the game may be forfeited or the game may continue with remaining players, i.e. two (2) against three (3), three (3) against four (4). If the match began with 4 person teams, the 4 person rules must still be followed, even if the team is reduced to fewer than 4 players. If the match began as a coed match, at least one female must remain on each team. With teams of 4 or more persons, players must be in their designated serving positions. After the service, players may move to an alternative offensive or defensive position.

In the Recreational Division, teams may have five (5) or six (6) players.

All players must be in their designated serving positions. After the service, players may move to an alternative offensive or defensive position. No player from the back row can move to the front row to block or spike.

4.05 TEAMS AND DIVISIONS

Teams entering tournament play will be classified into one of the following divisions:

Open Division

- Men’s Doubles or Triples
- Women’s Doubles or Triples
- Coed Doubles or Triples

Advanced Division

- Men’s Doubles or Triples
- Women’s Doubles or Triples
- Coed Doubles or Triples

Intermediate Division

- Men’s Doubles or Triples
- Women’s Doubles or Triples
- Coed Doubles or Triples

Novice Division

- Men’s Doubles, Triples or 4 player teams
- Women’s Doubles, Triples or 4 player teams
- Coed Doubles, Triples or 4 player teams

A “fours” team may consist of at three members. A “triples” team may consist of two members. The tournament director will determine this. A Recreational Division may be added.

The **OPEN DIVISION** is the highest level of play. Players know and abide by all the game and ball handling rules of the sport. In OPEN play, a wallyball is often spiked in excess of 80 mph with defensive players able to "dig" balls traveling at that speed. Players generally have many years of experience playing wallyball and/or volleyball. They are an all around consistent player. Nearly all players at this level have played organized volleyball at the collegiate level or club level. They also have been acclimated to tournament play through years of tournament level competition. In addition to very strong volleyball skills, OPEN wallyball players generally have several years of wallyball experience as well. What often separates OPEN level wallyball players from ADVANCED level players with the same volleyball skill level is the amount of experience playing wallyball. Wallyball played at the OPEN level requires a unique skill set that is not entirely transferable from volleyball. OPEN (A Level) volleyball players, as a rule, DO NOT step onto a wallyball court the first several times and excel as wallyball players, but rather take months, if not years to develop into top caliber wallyball players.

The **ADVANCED Division** is one step down from the OPEN division. These players know and abide by all the game and ball handling rules of the sport. At this level, players exhibit good proficiency at bumping, setting, and spiking. Players often excel at one or even two of these skills but are not as skilled all around as the OPEN player. Normally, ADVANCED players do not have as much ball control as the OPEN players or cannot set consistently.

The **INTERMEDIATE Division** is one step down from the ADVANCED Division. Players know and abide by all of the game and most of the ball handling rules of the sport. Their skills are still developing, but they are considered a pretty good player. An INTERMEDIATE player is just learning the ball handling techniques.

The **RECREATIONAL Division** is a great way to get involved with wallyball. Players in this division have played the game, but usually use "House Rules". Each playing facility may have slightly different rules when it comes to playing the game of wallyball. The "House Rules" must be posted for other players to see. There's no performance pressure here it's all about experiencing the sport in a lifestyle-charged atmosphere.

The **NOVICE Division**. These players are learning the game rules and ball handling skills required for the game. They are on the court to have a great time and learn the game. The BEGINNER's skills are still developing, and they are mostly a social player.

4.06 SUBSTITUTIONS

Two substitutions per game are permitted. Only in case of injury, can a third substitution be made. A substitution may only be made when the ball is dead and only upon the request of the playing caption. If the substitution is not made during a time out, a time out will be charged to the team making the substitution. Once the referee acknowledges a substitution request, the substitute is required to report in proper uniform and stand ready to enter the court when directed by the referee. A new substitution may not take place until after play has resumed and the ball becomes dead or when another time-out is called.

4.07 FOUR, FIVE, OR SIX PERSON PLAY

In four (4) person play, the server on the offensive team and the last person who served on the defensive team are prohibited from spiking or blocking the ball. These players are not allowed to either fake or even attempt to spike or block the ball. All players must be in their designated serving positions. After the service, players may move to an alternative offensive or defensive position.

In five (5) or six (6) person play, all players must be in their designated serving positions. After the service, players may move to an alternative offensive or defensive position. No player from the back row can move to the front row to block or spike.

CHAPTER 5
OFFICIALS RESPONSIBILITIES AND POSITIONS

NOTE: Chapter 5 is included as a guideline for officiating and is not to be construed as a part of the official playing rules that are subject to protest by teams.

5.01 REFEREE'S POWER

The referee is in full charge of the match. The referee has the power to make a decision on any matter or question not specifically covered in these rules. The referee's decision is final.

5.02 REFEREE AND HIS/HER DUTIES

Two referees must be present for each game. Referee "A" is to keep the score and serving order, and generally control the game. Referee "A" will toss a coin to decide side and service. If a coin is unavailable, any fair deciding method acceptable by the captains of the two (2) playing teams may be substituted. It will be the responsibility of Referee "A" to signal service at the beginning of each play. Referee "B" calls all faults. Referee "B" will decide when the ball is in play or is dead and when a point has been made. During interruptions in play, the Referee "B" will be responsible for the ball. Referee "B" will interrupt play when a fault has been committed and will request assistance from the Tournament/League Director when necessary.

5.03 REFEREE AND HIS/HER POSITION DURING PLAY

Referees will position themselves in the viewing gallery directly above the playing court or in such a manner that they have an unobstructed view of the playing area. On courts with glass back walls and no viewing gallery, the referee will be positioned directly behind the glass. On courts with glass sidewalls, the referee will be positioned at the net. On courts that do not allow for some type of spoken communication between the referee and the playing teams, a microphone, hand signals or flash cards will be used during a game.

5.04 REFEREE AND KEEPING TIME

The referee will keep the official time during all time-out periods and during the rest periods between games in a match. The referee will keep a record of the number of time-outs each team has taken, and after each time-out period, the referee will advise the coach or team captain as to the number of time-outs remaining.

5.05 REFEREE AND PLAYER POSITIONS

In four (4), five (5) or six (6) person play, the referee will make certain at the start of each game that the player positions on both teams correspond with the serving order listed on the score card.

5.06 REFEREE AND PENALTIES

The referee will decide matters of conduct concerning the behavior of coaches and players. The referee will be the only official with the power to warn or penalize a team or one of its members. The referee will not reconsider any protest regarding penalties issued to players because of unsportsmanlike-like conduct. If requested from a team captain, the referee must give his/her reason for issuing a penalty, however, the decision of the referee will stand.

5.07 TOURNAMENT DIRECTOR

It is the responsibility of the Tournament Director to secure a knowledgeable Wallyball referee for the tournament when possible.

5.08 PLAYING CAPTAIN

One playing team member will be designated as the playing captain and will have his/her name listed on the scorecard before the start of the game. If the playing captain leaves a game, a new playing captain will be designated to assume the duties of the captain for the remainder of the game or until the originally designated captain returns.

5.09 PROTESTING AN OFFICIAL'S DECISION

Only the playing captain may protest the decision of a referee. The protest must be made before the first serve following the play in which the disagreement occurred. If the team captain cannot resolve a difference with a referee, the referee's decision will stand. The team captain has the power to take the protest to the Tournament Director, however the Tournament Director's authority only involves non-game related situations.

In most cases the referee is not in a position to call a fault on a player that contacts the ball that is clearly on the defensive team's side of the net. In this situation, the playing captain can ask that the point be replayed. In most cases the referee is to grant the request, unless the referee senses that the defensive team is abusing this privilege.



CHAPTER 6

THE SERVICE

6.01 LEGAL SERVICE

The ball is put in play by striking it with one hand or with any part of the arm in an attempt to send the ball over the net and into the opponent's court. A player may serve with an open hand if the ball is cleanly struck. An overhead serve must be clean. The server's foot may not touch the serving line. A jump serve is legal. The ball must be contacted while the server is in the air and before the server's foot touches the floor. A spin serve is legal. The ball cannot roll off the palm of the hand or the fingers. The ball must be cleanly struck so that the ball flies off or pops off of the server's hand. A paintbrush serve is not legal. A paintbrush serve is executed by contacting the ball in such a manner that the ball rolls along the palm of the hand or along open fingers. This is considered a throw and throws are **not legal**. You can put spin on your serves by contacting the sides of the ball with the side of your hand, sort of a judo chop motion or with the use of a knuckle/finger. The ball flies off your hand (and does not roll along the palm of the hand) and because you hit it off center, the ball spins. It takes a lot of practice to perfect this serve. A good way of looking at a hit is to say if the ball touches the palm of your hand you must contact the ball at the centerline (no spin). If you want to put spin on the ball you must contact the ball with the side of your hand left or right of the centerline. You can also contact the ball below the centerline if you use your knuckles (another hard shot to master). Bouncing the ball before executing the serve is legal. Once the ball is tossed in the air, the ball must be struck for service. If the server catches the ball after being tossed, or lets the ball drop to the floor, this action will be counted as a faulted service and a side-out will be called. Net serves are not legal. A served ball may contact a wall on either the serving team's side or the receiving team's side of the net. The server may serve the ball off the serving team's back wall. In order for the serve to be good:

1. The ball must pass over the net without touching a member of the serving team.
2. The ball must not contact the net or net hardware.
3. The ball must not contact two or more walls before being played or landing on the floor.
4. The ball must not contact the opponent's back wall.
5. The ball must not contact the ceiling of the court.

6.02 PRELIMINARY SERVICE ACTION

Bouncing the ball before executing the serve is legal. Tossing the ball and touching it before it drops to the floor is a service fault and a side-out will be called by the referee. Once the referee calls the game score signaling the server to release the ball and execute the serve, the server has five (5) seconds to initiate the serve. Once the ball is tossed in the air, the ball must be struck for service. If the server catches the ball after being tossed, this action will be counted as a faulted service and side-out will be called. Guiding, directing or pushing the serve is illegal. The serve must be cleanly struck. You can put spin on your serves by contacting the sides of the ball with the side of your hand. Sort of like a judo chop motion or with the use of a knuckle or finger. The ball must fly off your hand (and does not roll off your palm/open fingers) and because you hit it off center, the ball spins. A good way of looking at a hit is to say if the ball touches the palm of your hand you must contact the ball at the centerline. If you want to put spin on the ball you must contact the ball with the side of your hand/knuckle/finger left or right of the centerline.

6.03 SERVING BEFORE THE REFEREE CALLS THE SCORE

A serve that is attempted before the referee calls the score will be canceled and replayed.

6.04 THE SERVICE LINE

When the ball is hit for service, no part of the server's body can be in contact with the service line. The server may step onto or over the service line only after the serve has been executed. A jump serve is legal. The server's body may be entirely in the air over the service line at the moment of contact with the ball, as long as the last contact between the server's body and the floor were within the legal serving area.

6.05 LENGTH OF THE SERVICE

Service will continue until a side-out is called, until a fault is committed by the serving team that results in the ball being turned over to the opponents or until the game is completed.

6.06 ILLEGAL POSITION OF THE SERVER

The game will stop immediately when the server has been discovered to be out of the designated serving order. Any points earned while the server was in an illegal position will be canceled and a side-out declared. If the server is discovered out of the designated service order after a side-out is called, all points will count. The individual scheduled to serve will become the server. The team captains may request a verification of the service order from time to time. It is the responsibility of the playing captain to tell the referee if there is a player serving out of order.

6.07 SERVICE IN SUBSEQUENT GAMES

Except for a deciding game, the teams will take turns serving first in each game.

6.08 SERVING ORDER

Players must maintain the serving order as listed in the official scorecard. The serving order may only be changed after each game.

6.09 SCREENING

No member (s) of the serving team may block the server from the view of the opposing team by raising their hands above their head (s), flailing their arms from side to side or forming groups of two (2) or more to hide the actions of the server. Player (s) on the serving team who deliberately switch their positions to block the server from the view of the opposing team will be subject to penalty. The server cannot move behind another player to hide their actions.

If applicable, a defensive player should clearly state before the serve that an offensive player is blocking the view of the server. The defensive player may ask the offensive player to move, and if asked, the offensive player must move out of the way and must stay out of the way until the instant the ball is served.

6.10 PLAYER POSITIONS AT SERVICE

All offensive players, except the server, will have both feet fully on the ground at the instant the ball is served.

In two (2) or three (3) person play, players may be in any position on the court. Only the serving order (rotation) must be maintained.

With teams of 4 or more persons, players must be in their designated serving positions. After the service, players may move to an alternative offensive or defensive position.

6.11 RECEIVING THE SERVICE WITH AN OPEN HAND FINGER PASS

The service may be received in any form with one exception. The serve may not be received with an open hand finger pass (i.e. the serve must be received with a bump or pass, it cannot be set).

6.12 SERVICE FAULTS

Any of the following actions committed during the service will count as a fault:

1. A served ball contacts the net or net hardware.
2. A served ball lands in the next court or in the spectator's gallery.
3. A served ball passes through the net opening.
4. A server crosses the service line before or at the same time the serve is executed.
5. A served ball hits a member of the serving team.
6. A serve is delivered by the wrong server.
7. The serve was executed improperly (pushed, guided or thrown).
8. Players on the serving team screen the server from the opposing team.
9. The server moves behind another player to hide their actions.

CHAPTER 7
PLAY AT THE NET

7.01 BALL TOUCHING THE NET

A ball (other than a served ball) that touches or rebounds off the net or net hardware may be played.

7.02 BALL CROSSING THE NET

A ball that crosses entirely over the net is considered good. (If the ball is hit three (3) times by a team but does not cross the net, the referee will wait until a fourth touch is made or the ball hits the ground before stopping play.)

7.03 PART OF THE BALL CONTACTING AND CROSSING NET

If only part of the ball crosses the net (breaks the vertical plane of the net) and is subsequently hit by an opponent, the ball is considered as having crossed the net. The receiving team has three additional touches of the ball.

7.04 PLAYER CONTACT WITH THE NET

A player or any part of his or her body or uniform that touches the net while the ball is in play will be charged with a fault and a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called, unless, the ball is driven into the net with such force that it causes the net to touch the player. If the player touches the net after a spiked ball touches the floor, no fault is to be called.

7.05 REACHING OVER THE NET

In returning the ball, a player's arm may follow-through over the net provided he/she first makes contact with the ball on his/her side of the playing court or when the ball is within the vertical plane of the net. Players attempting a block may reach over the net, but they may not touch the ball until an opponent strikes the ball in an attempt to send it into the defensive court. A player cannot block an opponent's set or pass. If an opponent's set or pass (or any played ball) breaks the vertical plane of the net, it is considered a free ball and both teams are entitled to play it.

7.06 RECOVERING THE BALL FROM THE NET

A ball driven into the net may be recovered within the limits of the three team hits. If the ball rips the mesh of the net or tears it down, the rally is cancelled and replayed.

7.07 CROSSING THE CENTER LINE

A player may step on, but cannot go over the centerline. If a player lands on the center line and intentionally or unintentionally interferes with an opponent, a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called. No part of the body, other than the foot may contact the centerline. If any other body part contacts the centerline, a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called.

7.08 SIMULTANEOUS NET CONTACT BY OPPONENTS

If opposing players contact the net simultaneously, a double fault will be called and the point will be replayed.

7.09 BALL CROSSING THE VERTICAL PLANE OF THE NET

A ball that crosses beneath the vertical plane of the net may be played or returned by the attacking player provided the player does not interfere with an opponent.

In most cases the referee is not in a position to call a fault on a player that contacts the ball that is clearly on the defensive team's side of the net. In this situation, the playing captain can ask that the point be replayed. In most cases the referee is to grant the request, unless the referee senses that the defensive team is abusing this privilege.

7.10 BALL DIRECTLY ABOVE THE VERTICAL PLANE OF THE NET

Either team may play a ball that breaks the vertical plane of the net. The vertical plane is the width of two wallyballs, one on each side of the net.

7.11 DEAD BALL

A ball becomes dead when:

1. The ball hits the floor.
2. The ball is hit over the net and it hits two (2) or more walls consecutively on either side of the net.
3. The ball goes over the net and hits the ceiling on either side of the net.
4. The ball is hit over the net and it hits the back wall on the receiving team's side.
5. The ball is hit out of the court and into the viewing gallery.
6. A served ball hits the net or net hardware.
7. The referee sounds the whistle.
8. A player commits a fault.

7.12 THE HONOR CALL

All players will call out an acknowledgment when they touch the net or knowingly commit an infraction of any rule.

7.13 THE BALL PASSING THROUGH THE NET OPENING

Since some nets may not extend the full width of the court, any ball passing through the net opening on the first or second hit of a volley will be replayed, unless in the judgment of the referee, the offensive player intentionally caused the ball to pass through the opening. If the action is deemed intentional, a side out is to be called.

A ball passing through the net opening on the third hit or on the serve will result in a side-out.

A player on the defensive team is not allowed to stop a ball that is about to pass through the net opening.



CHAPTER 8
PLAYING THE BALL

8.01 NUMBER OF CONTACTS WITH THE BALL

Each team is allowed up to three (3) successive contacts of the ball in order to play the ball.

8.02 CONTACTED BALL

Any player that makes contact with the ball either intentionally or unintentionally will be considered as having played the ball, and that will be counted as one of the three allowable touches of the ball unless the contact is a block. For contact with a ball to be legal, the contact must be at or above the waist.

8.03 MULTIPLE CONTACTS WITH THE BALL BY A PLAYER

A player may not make multiple contacts with the ball except when playing a hard driven spiked ball. If multiple contacts are made on a hard driven spiked ball and, if there is no finger action used during the effort and, if the ball is not held or thrown, then the multiple contact will count as a single contact. For the purposes of this rule, multiple contacts can come from a ball hit directly at a player or from a ball that is spiked off the wall.

8.04 MULTIPLE CONTACTS WITH THE BALL BY BLOCKERS

A block does not count as one of the three allowed touches of the ball by a team. Therefore, a player who participates in a block and touches the ball only once during the block, may immediately play the ball again.

8.05 MULTIPLE BODY CONTACTS WITH THE BALL

If the ball contacts any two body parts simultaneously, a single contact of the ball will be called. The body parts involved in the multiple contacts must be the waist or any part of the body above the waist.

8.06 PLAYING TWO OR MORE WALLS

If, on an offensive hit, the ball contacts two or more walls, a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called. However, a team in possession of the ball may cause the ball to make contact with two or more walls on their own side of the net, as long as the ball does not cross over the net before being touched by one of the players on the team in possession of the ball. If the ball crosses the net after contacting two (2) or more walls without making contact with an offensive player, a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called. A ball that hits the same wall more than once before going over the net will count as hitting only one wall.

8.07 CONSECUTIVE CONTACT

Each contact with the ball must be made by a different member of the same team. If consecutive contacts are made by the same player, a fault will be called (unless the ball was a hard driven spike or unless the consecutive contacts was made by a blocker) and a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called.

8.08 MISHANDLED, HELD OR THROWN BALL

A ball coming to rest momentarily in the hands, arms or any other part of the body at, or above, the player's waist, or against the wall(s), will be considered as having been held. An offensive hit where the ball is hit with finger action or where the ball remains in the hand or on the fingers longer than an instant, will be considered as having been thrown.

The ball must be handled in such a manner that it rebounds cleanly after contact with a player. Throwing, scooping, lifting, pushing or carrying the ball with one or two hands or arms (either underhand or overhand), will be considered to be a form of holding or throwing, and a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called. A push shot is done with open hands that originate below a players forehead. The ball can be propelled over the net in a line that is nearly horizontal to the floor or the ball can have arc on it to land it a deep corner of the court. **This shot is not legal.**

8.09 SIMULTANEOUS HOLDING BY OPPONENTS

A double fault will be called and the point will be replayed when the players from opposing teams simultaneously hold the ball. If the referee does not call holding, play will continue. The team that gains possession of the ball after this play will be allowed up to three (3) additional contacts with the ball.

8.10 SIMULTANEOUS CONTACT BY TEAMMATES

If two (2) players on the same team hit the ball simultaneously, one contact with the ball will be called and either player may contact the ball on the next play.

8.11 TEAM OR PLAYER ASSISTANCE

Teammates will not hold or assist one another while making a play. It is legal for a player to hold a teammate who is not making a play on the ball in order to prevent a fault.

8.12 BLOCKING

Blocking is the action of player (s) close to the net to intercept the ball coming from the opponent's side of the net. Any player on a 2 or 3 person team may raise his/her hands above his/her shoulders while at the net and attempt to intercept the ball coming from an opponent's side by making contact with the ball before it breaks the vertical plane of the net, as it crosses the net or immediately after it has crossed the net.

When playing with four (4) players, the player in the serving position cannot move to the front row to block.
When playing with 5 or 6 players, no player from the back row can move to the front row to block.

A block does not count as one of the three successive contacts allowed a team. A block is good only if the ball is actually touched by the player attempting the block. A player may place his/her hands beyond the net, provided that this action does not interfere with the opponents' play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack hit.

Re-Directing the ball when blocking: At the instance of contact with the ball, a blocker may not re-direct a spiked ball by rotating the wrists to cause the ball to return to the offensive court at a location selected by the blocker.

To qualify as a block, the player must be at the net. "At the net" means in close proximity to the net (generally within approximately two feet of the net.) A blocked ball counts as having crossed over the net. Therefore, if the ball is blocked back into the court of the team that originally hit the ball, that team is allowed three more contacts with the ball. A team may attempt a block if:

1. A player on the attacking team spikes the ball.
2. The opponents have made three (3) contacts on the ball.
3. The ball falls near the net but no player on the attacking team can reasonably make a play on the ball.

8.13 BLOCKING AND SPIKING THE SERVE

A served ball may not be blocked or spiked.

8.14 CLIMBING THE WALL

Players may not climb the wall(s) to make a play on the ball.

8.15 MULTIPLE CONTACTS WITH THE BALL DURING A BLOCK

A player who blocks a ball that falls on that player's side of the net may contact the ball on the next play, since a block is not considered one of the three (3) hits allowed a team.

8.16 DEFLECTING THE BALL OFF THE BACK WALL

A player may bounce the ball off the back wall on his/her side of the court in a manner that propels the ball over the net as long as the ball does not contact a second wall on either side of the court before being touched by another player on the opposing team.

8.17 ATTACK SPIKING THE BALL

Any player may spike the ball in 2 or 3 person team play. A player may not attack spike a ball coming from the team on the other side of the net until the ball breaks the vertical plane of the net. As long as the spiker's hand or arm does not contact the net or an opponent, the hand or arm may cross over the net as a part of the spiker's natural follow-through motion.

8.18 THE BALL SPINNING INTO THE OPPONENT'S COURT AND RETURNING

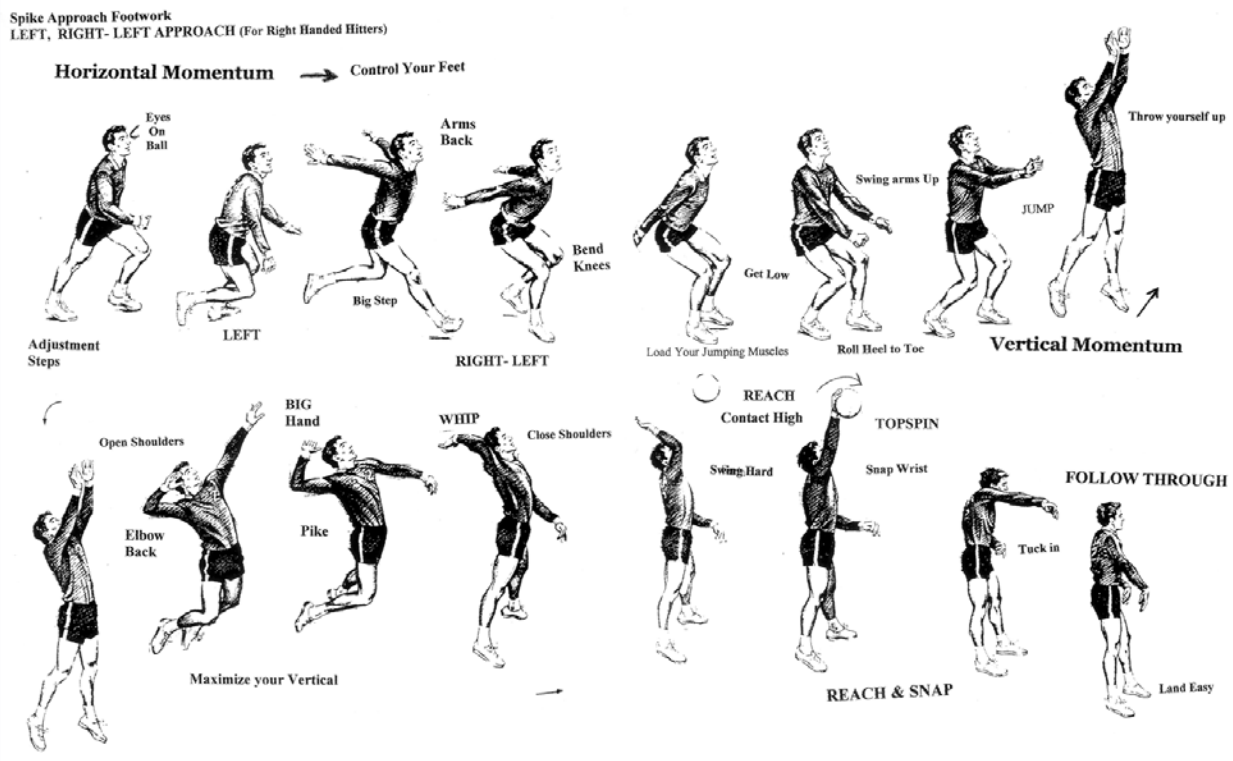
A ball that spins off the net into an opponent's court and subsequently returns to the team originally in possession of the ball will be good, provided it takes place on the first or second contact by the team. Any team member other than the last player to hit the ball can play the ball. If the ball spins off the net into an opponent's court and subsequently returns to the team originally in possession of the ball on the third hit, a side-out will be called.

8.19 DINKING

To qualify as a "dink" shot, the offensive player's must be to lightly drop the ball over the net so that it hits the floor within approximately 2-3 feet of the net. The player must be at the net (within approximately two feet of the net) when the shot is made. The ball must be propelled over the net in one of the following four ways:

1. Using the knuckles of the hand
2. Using the closed fist
3. Using the back of the hand
4. Using the cobra shot

Open hand dinks are illegal. A "mis-hit" ball is not a "dink", as there is no intention to drop the ball lightly over the net. A ball that drops more than 2-3 feet from the net is likewise not a "dink". In this situation, the ball may be hit with an open hand as long as there is no "carry", "push" or "throw" involved.



CHAPTER 9
TEAM AND PLAYER FAULTS COMMITTED DURING PLAY

9.01 DOUBLE FAULT

When two (2) opposing players commit faults simultaneously, a double fault will be called and the point will be replayed.

9.02 OPPONENTS COMMITTING FAULTS AT THE SAME TIME

When opposing players commit faults at approximately the same time, the team that committed the fault first will be penalized. If the referee cannot decide which team committed the fault first, a double fault will be declared and the point will be replayed.

9.03 PENALTY FOR A FAULT

If a fault is called on the serving team, a side-out will be called and the ball will be turned over to the receiving team. If the receiving team commits a fault, the serving team will score a point.

9.04 DURING PLAY FAULTS

Any of the following actions that take place during play by a player or a team will count as a fault:

1. The ball is touched more than three (3) consecutive times by a team.
2. The ball touches the ceiling on the opponent's side.
3. The ball is hit over the net and it hits two (2) or more walls consecutively.
4. The ball is hit over the net and it hits the back wall on a fly or volley.
5. The ball hits the floor on the court.
6. The ball is hit twice by the same player consecutively.
7. A player touches the net while the ball is in play.
8. A player crosses the center line.
9. The ball contacts a player below the waist.
10. A player illegally handles the ball, such as holding, throwing or pushing.
11. The ball lands outside the court or in the spectator's gallery.
12. A personal penalty is called on a player.
13. A game is delayed.
14. A substitution is made illegally.
15. An illegal block is attempted.
16. Players purposely distract the opponents.
17. A time-out exceeds 60 seconds.
18. A player illegally assists a teammate.
19. A defensive player attempts to block or spike the serve.



CHAPTER 10

MISCELLANEOUS

10.01 COED PLAY

The rules involving males and females on the same team will be the same as the rules that govern all team players with the following exceptions:

1. Men and women will alternate service in four (4) person play.
2. A female team member must make one (1) contact with the ball if the ball is played more than once by a team.
 - Since a block does not count as one of the three contacts allowed a team, if a male player blocks the ball, a second male player may hit the ball back into the opponent's court without having a female touch the ball.

10.02 RESPONSIBILITY FOR SECURING A REFEREE

It is the responsibility of the Tournament Director to secure a wallyball referee for tournament play. In league play, it is the responsibility of the home team to supply a referee.

10.03 WEARING PROTECTIVE EQUIPMENT DUE TO INJURY

Any injured player that is required to wear protective padding or supportive equipment due to an injury will not automatically be excluded from play. At the discretion of the Tournament Director, the safety and potential hazards to other players will be evaluated and the Tournament Director will make the final decision.



CHAPTER 11
CONDUCT AND SANCTIONS

11.01 TEAM CONDUCT

All players and coaches will know all the rules and regulations concerning Wallyball and will observe them at all times. The team captain will be responsible for the conduct and behavior of the team. Participants must accept referees' decisions with sportsmanlike conduct, without disputing them. In case of doubt, clarification may be requested through the team captain. The team captain will be the spokesperson for the team and will be the only player allowed to address the referee. Any other player speaking directly to a referee will be warned and may be penalized. Participants must refrain from actions or attitudes aimed at influencing the decisions of the referee or covering up faults committed by their team. Participants must behave respectfully and courteously in the spirit of FAIR PLAY, not only towards the referees, but also toward their opponents, teammates, and spectators.

11.02 IMPROPER CONDUCT SUBJECT TO SANCTION

Any and all of the following acts committed by players are subject to penalty:

- a. Continuous disagreement with officials concerning decisions.
- b. Use of vulgar or profane language towards officials, opponents or spectators.
- c. Disruptive comments or noises during a game from outside the court.
- d. Use of actions intended to influence the decisions of officials.
- e. Movement with any part of the body intended to distract an opponent while the ball is in play.
- f. Yelling or other loud noises made to distract an opponent playing or attempting to play a ball.
- g. Leaving the court during a break in the game without the express permission of the referee.
- h. Unnecessary clapping of the hands by teammates at the moment contact is made with the ball by an opponent, especially during the serve.
- i. Unnecessary shouting or any other activity, which may distract the referee from rendering a proper judgment regarding the handling of the ball.
- j. Kicking or throwing the ball in an abrupt manner (during play or between games).
- k. Intentional screening by a player or players on a team.

11.03 SANCTIONS

Violations committed by coaches, players and team members may result in the following sanctions:

1. **Warning** - A warning will be issued for minor offenses; such as causing a delay in the game or talking with opponents, spectators or officials. A warning will be recorded on the score sheet. If a second warning is given, a penalty will result.
2. **Penalty** - Rude conduct or a second minor offense will result in a penalty. A penalty is recorded on the score sheet and will automatically cause the loss of the serve, if the penalty was called on the serving team. If the penalty was called on the receiving team, a point will be awarded. Two (2) penalties issued by the referee will result in the expulsion of a player.
3. **Expulsion** - Obnoxious or unruly behavior, such as profane or vulgar language towards officials, spectators or opponents will result in the expulsion of a player from the game. Two expulsions during a match will result in the disqualification of a player or team member for the remainder of the tournament.

Disqualification - Any act of physical aggression, attempted or actual, towards an official, spectator or opponent will result in the immediate disqualification of the player or team member for the remainder of the tournament. Disqualified players will be required to leave the game area, including the viewing area for the remainder of the tournament.

Commentary on Chapter 1
COURT AREA AND EQUIPMENT

1) COURT AREA AND CLEARANCE - Any special directions on court abnormalities will be specified either in the pre-match conference by the referee and team captains or by the Tournament/League Director in the pre-tournament/league captain's meeting. In the event that these obstructions, (gallery area, building support structure or any other abnormalities defined by the Tournament/League Director), give either team an advantage or disadvantage, or interfere with the normal playing of the ball, the ball will become dead and a replay will be called by the referee any time a ball contacts the obstruction.

2) UNSUITABLE PLAYING AREA - The playing area must be under the control of the referee before and during a match. The referee alone is responsible for deciding whether or not the playing area is suitable for play. The referee should declare the playing area unfit for play when:

- a. Play could be dangerous due to any hazardous condition (including abrasive type surfaces).
- b. Improper or defective equipment is used that could be hazardous to players.
- c. The court becomes slippery.

2) NET - The area that the net covers is from wall to wall, but most Wallyball nets are not long enough, and they will leave an opening next to the wall on both sides. If the ball passes through either opening as a result of the first or second legal touch of the ball, the ball will be considered dead and the referee will call a replay. If the ball passes through the openings on the serve or as a result of the third legal touch of the ball, the ball will be considered dead and the referee will call a side-out.

3) NET ADJUSTMENTS - The height and tension of the net will be adjusted before the start of each match and at any other time the referee deems it advisable. Height measurements should be made in the center of the court and at each end of the net perpendicular to the walls to ensure that each end of the net is at the proper height. The net must be tight throughout its length. After being tightened, the net should be checked to ensure that a ball striking the net will rebound back into the playing area and not just drop to the floor.

4) NET TORN DURING PLAY - if a served ball tears the net a side out will be called. If the net becomes torn by a team's third hit, a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called, and the team that last received the serve will serve when play resumes. If the net becomes torn during play (other than by a served ball or a third team hit), play will be stopped and a re-play will be called after the net is repaired or replaced.

5) NET SUPPORTS - Net supports must be fixed at a height above the playing surface that is sufficient to give the correct net height after the pull downs are tightened to give the net the correct tension.

6) APPROVAL OF THE BALL - The ball for a sanctioned tournament or league play must be approved by the League or Tournament Director. The brand of the selected ball must be mentioned in the league or tournament announcement.

RESPONSIBILITY FOR APPROVAL OF MATCH BALLS - It is the responsibility of the referee to examine the ball prior to the start of a match to ensure that it is official and in proper condition. The referee will be the final approving authority for any ball to be used during a match. A ball that becomes wet or slippery during competition must be changed when other balls are available.

Commentary on Chapter 2
SCORING AND TIME-OUTS

1) OTHER TYPES OF GAME SCORES - When time is a factor, the Tournament or League Director may find it more practical to use other types of game scoring, besides freeze at twelve (12) / game at fifteen (15) / win by two (2). The following are typical game scoring methods that may be helpful in regulating game time:

- a. Game to eleven (11) / freeze at eight (8) / win by two (2) points
- b. Game to fifteen (15) / freeze at twelve (12) / win by two (2) points
- c. Game to twenty-one (21) / freeze at eighteen (18) / win by two (2) points

2) OTHER TYPES OF MATCHES - When scheduling time is a factor, the Tournament or League Director may find it more practical to use various match configurations. The following are typical match options that may be helpful in regulating match time:

- a. One (1) game.
- b. Two (2) games.
- c. Best of two (2) out of three (3) games.
- d. Best of three (3) out of five (5) games.

3) TIME-OUT PERIODS - If a time-out is requested after the referee has called the score and signaled for service and before the server has served the ball, play will be stopped. The team requesting the late time-out will be charged with an improper request and the referee will call a replay. Teams granted a legal time-out may terminate the time-out period at any time they indicate they are ready to resume play. If the opponent wishes to extend the time-out period, that team will be required to take a team time-out. If a team fails to return to play immediately upon the signal indicating the end of a time-out, that team will be sanctioned for delay, and will be charged with a time-out, unless all allowed team time-outs are used. If the latter is the case, a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called.

4) REQUEST FOR THIRD TIME-OUT - If a team makes a third request for a time-out, the request will be denied.

- a. If the request is inadvertently granted, the time-out will be terminated immediately upon discovery and the team will be charged with a team delay.
- b. If, in the referee's opinion, the request was made as a means of gaining an advantage, the team will be sanctioned for a team delay.

5) REQUEST FOR TIME-OUT BY TEAM MEMBER OTHER THAN CAPTAIN OR HEAD COACH - If a team member, other than the head coach or playing captain, requests a time-out, the request will be denied and the team will be charged with an improper request. If the request results in the inadvertent granting of a time-out, the time-out will be terminated immediately and the team will be sanctioned for delay.

Commentary on Chapter 3

RULES OF PLAY

1) CHANGING SIDES - Changing sides during the deciding game of a match must be done with a minimum of delay. Players must assume the same relative positions on the court that they occupied before changing sides.

HITTING THE BALL OUT OF THE COURT AREA - Generally, a ball that is hit over the net and goes into an adjacent court, or into the net at the top of a side wall that separates courts, is to be called out. However, if, in the opinion of the referee, the ball was hit with sufficient spin, that if the sidewall were solid, the ball would hit the wall and drop into the court, then the referee may call for a re-play.

Commentary on Chapter 4

PLAYERS AND TEAMS -- MAKE-UP AND POSITIONS

1) UNIFORM - When reference is made to identical uniforms, it is construed to mean jerseys and shorts or a one piece uniform, exposed T-shirts and exposed tights, body suits, bicycle shorts, etc.

2) JEWELRY AND OTHER ARTICLES - If play must be stopped to remove jewelry or illegal equipment, the team will be sanctioned for team delay. In cases where jewelry cannot be removed, such items must be taped securely.

- a. Earrings must be removed. Taping of earrings is not permitted, regardless of reason.
- b. Braided hair with beads must be secured so that it will not present a hazard to the player, teammates, or opponents.
- c. Wearing a hard cast is prohibited on any part of the body.
- d. Wearing hard splints or other type of potentially dangerous protective device on the upper part of the body, arms or hands, or a device that could increase a player's ability to hit the ball with an abnormal force, will be prohibited, regardless of how padded. The wearing of a soft bandage to cover a wound or protect an injury will be permitted.
- e. The wearing of an "air-filled" type cast on the lower extremities of a protective type knee brace is permissible provided there is no exposed metal or other hard or abrasive parts. A plastic ankle "air-filled cast brace" may be worn provided all plastic parts are fully covered.
- f. "Head gear" is interpreted to mean hats or bandanas. A sweatband made of soft pliable material, or a bandana that is folded and worn as a sweatband, is permissible.

- 3) **SUBSTITUTIONS** - Only the playing captain may request a substitution.
- 4) **MULTIPLE SUBSTITUTIONS** - Failure to indicate that a multiple player substitution is desired will limit the team to one substitute. In the event that more than one player attempts to enter, the additional player(s) will be denied entry and the team will be charged with an improper request.
- 5) **INCOMPLETE SUBSTITUTIONS** - After making a substitution request and indicating the number of substitutions desired, if the head coach or captain refuses to complete the substitution or reduces the number of substitutions to be made, the team will be charged with a team delay. A new request for substitution may not be made until the next dead ball following assessment of the team delay.
- 6) **REFEREE SUBSTITUTION PERMISSION** - Substitutes going onto the court will wait outside the court until permission is given by the referee for the exchange to be made.
- 7) **EXCESSIVE SUBSTITUTION** - A team attempting to make a substitution after the team has used both of its allowed substitutions, will cause the team to be sanctioned for an improper request.
- 8) **INJURY SUBSTITUTION** - When the referee notices an injured player, play will be stopped and a replay will be directed. If the player indicates a replacement may not be needed, the referee may allow the player up to fifteen (15) seconds to recover. If the player is not ready after that brief interruption, the player must be replaced or the team must use a time-out if the player is to remain in the game.
- a. If the removal of an injured player causes a delay, no time-out will be charged, regardless of the length of time required to safely remove the player from the playing area. Safety of the player(s) is the primary consideration. If a substitute is injured to the extent that entry is not possible to replace an injured player, the substitute will not be permitted to participate in the remainder of the game.
- 9) **PLAYING DOUBLES IN A TRIPLES TOURNAMENT** – The tournament director will determine this. Let's say that a decision is made that a team **MUST** consist of 3 players. If, during play, one of the players is injured, the team may opt to continue with two players. However, if the injury will keep the third player out (of league play) for an extended time, that team will need to make arrangements to add another member (or substitute) to the team so the team is once again a triples team.

Commentary on Chapter 5

OFFICIALS RESPONSIBILITIES AND POSITIONS

- 1) **SIGNALING THE SERVICE** - The referee will call the score at the beginning of each play to indicate that service will begin. The referee will call the score at any other time judged to be necessary.
- 2) **INTERRUPTING PLAY** - Each action is considered finished when the referee interrupts and calls the play dead. The referee should only interrupt play when certain that a fault has been committed, and should not interrupt play if there is any doubt.
- 3) **THE SCORE** - The referee records each point made by a team. If a visible scoreboard is used, the referee will make sure that it agrees with the score on the score sheet. In the event of a discrepancy, the score sheet will be official and the discrepancy is not grounds for protest by a team.
- 4) **TIME-OUTS** - When the teams return to the court after a time-out, the referee will announce the number of time-outs that have been taken by each team.
- 5) **SUBSTITUTIONS** - The referee will authorize a substitution when the substitute is ready to enter the game. Before allowing the substitute to enter the court, the referee will make certain that the substitution is recorded.
- 6) **REQUESTING ASSISTANCE** - Should the referee need to deal with anything outside the limits of the team areas, the referee should request assistance from the event organizer and/or team members.
- 7) **AUTHORITY OF THE REFEREE** - Although the referee is in full control of the match and any judgmental decisions rendered are considered final, this in no way denies the captains the right to protest and record matters allowed under the provisions of the rules.

8) SUSPENDING THE MATCH - Should an interruption occur (such as spectators invading the playing area by dropping or throwing objects on the court, or by entering the playing area), the referee must suspend the match and ask organizers to reestablish order.

9) PLAYING CAPTAIN - One of the playing teammates will be designated as the playing captain. The player designated on the score sheet at the start of each game will remain the playing captain while in the game. When replaced, the playing captain or head coach will designate another player to assume the duties of playing captain until replaced or until the original playing captain returns to the game.

10) HEAD COACH - One team member that is not on the court may be designated as the head coach. Should the head coach enter the game as a player, another team member who is not on the court may be designated as the head coach. If none is designated, only the playing captain may make team requests. There is no penalty for not designating a head coach.

COACHING - The coach may stand to instruct team members in a non-disruptive manner, and the coach may move about to speak to team member(s) provided that the coach does not enter the playing court. Acts deemed disruptive by the referee will be sanctioned as a major offense without warning. A coach committing a second such act during a game will be expelled. Examples of disruptive acts will include, but are not be limited to:

- a. Loud or abusive language.
- b. Comments to officials.
- c. Comments to opposing teams.
- d. Throwing of objects.
- e. Displaying disgust in an overt manner.

12) GIVING INFORMATION TO CAPTAINS - Upon the request of a captain for verification that the opponents have the correct server or that the opposing players are in the game legally, the referee may verify that the players are either correct or incorrect. No identification of opposing player's positions will be given to the captains. Requests for information of this nature will be limited to infrequent occasions. If it is found that players are in an incorrect position or illegally in the game, the referee will correct the error.

13) FINAL RESULT OF GAMES - Results of games are final and official when the referee signs the score sheet.

Commentary on Chapter 6 THE SERVICE

1) THE SERVICE - If the server releases or tosses the ball for service, but does not hit it and the ball touches some part of the server's body or uniform as it falls, this counts as an illegal service and the ball will be given to the other team. If the server releases or tosses the ball in a service action and then allows it to fall to the floor without touching it, the referee will cancel the serve and direct a re-serve for which an additional five (5) seconds are allowed. If the player does not serve within these time limits, the team is penalized by loss of service.

At the moment of service, the server's body may be in the air entirely forward of the service line provided the server's last contact with the floor was within the service area.

2) REQUEST AFTER SIGNALLED SERVICE - After the score has been called and service has been signaled by the referee, no other actions (request for time-out, line-up check, etc.) will be considered until the next dead-ball situation. This is true even if a request is made after a server has initiated service action and legally permitted the ball to fall to the floor. A re-serve is considered to be a part of a single effort to serve and must be completed before any request may be considered.

3) DELAY OF SERVICE - The server is not allowed to delay service after the referee has called the score and signaled the service, even if it appears that players on the serving team are in a wrong position or are not ready.

Commentary on Chapter 7

PLAY AT THE NET

HITTING A BALL IN THE PLANE OF THE NET - In returning the ball, a player's arm may follow-through over the net provided he/she first makes contact with the ball on his/her side of the playing court or when the ball is within the vertical plane of the net. In other words, contact with the ball can only be made on the portion of the ball that is still on the attacker's side on the net. This usually will be difficult to call. If there is a disagreement, just replay the volley. The vertical plane is the width of two wallyballs, one on each side of the net. Players attempting a block may reach over the net, but they may not touch the ball until an opponent strikes the ball in an attempt to send it into the defensive court. A player cannot block an opponent's set or pass. If an opponent's set or pass (or any played ball) breaks the vertical plane of the net, it is considered a free ball and both teams are entitled to hit it.

Commentary on Chapter 8

PLAYING THE BALL

1) RECEPTION OF THE BALL - Contact with the ball must be brief and instantaneous. When the ball has been hit hard, or during setting action, it sometimes stays very briefly in contact with the hands of the player handling the ball. In such cases, contact that results from playing the ball from below, or a high reception where the ball is received from high in the air, should not be penalized. The following actions of playing the ball should not be counted as faults:

- a) When the sound is different to that made by a fingertip hit, but the hit is still played simultaneously with both hands and the ball is not held.
- b) When the ball is played with two closed fists on and the contact with the ball is simultaneous.
- c) When the ball contacts the open hand and rolls off the hand backward without being held.
- d) When the ball is played correctly and the player's hands move backwards, either during or after the hit.
- e) When a spiked ball is caused to rotate (such as a defective spike where the ball is spun and not hit squarely or a set ball that is caused to rotate due to improper contact).
- f) Open hand cleanly hit.

2) BLOCKING OR ATTACKING A SERVE - Players may not block or attack (spike) a serve.

3) SUCCESSIVE CONTACTS WITH THE BALL BY A PLAYER - A player may have successive contacts with the ball when making the first contact from a hard driven spike even if the ball has been blocked by a teammate, providing there is no finger action (such as an attempted set) used during the attempt to play the ball. During such successive contacts, holding the ball, throwing the ball or permitting the ball to roll along any part of the body is illegal and must be called. Successive contacts must be during one continuous attempt to play the ball.

4) BLOCKING - Blocking is the action of player (s) close to the net to intercept the ball coming from the opponents side of the net. Any player on a 2 or 3 person team may raise his/her hands above his/her shoulders while at the net and attempt to intercept the ball coming from an opponent's side by making contact with the ball before it breaks the vertical plane of the net, as it crosses the net or immediately after it has crossed the net. A block becomes an attack when the player (s) attempting a block "swings" their arm instead of "intercepting" the ball (intercepting a ball using very little arm swing).

If members of a composite block are to benefit from the rule allowing multiple contacts of the ball by the blockers, they must be close to the net and close to each other at the time the ball is blocked. If one member of a composite block is above the height of the net during the effort, all members are considered as having been above the height of the net. If a player is attempting to block, but is not close to the other player that has made contact with the ball during the block, this second contact will count as the first of three contacts that are allowed to return the ball to the opponent's court.

Players may take a blocking position with the hands and arms over the net before the opponent's attack hit or service providing there is no contact with the ball until after the opponents have completed an attack hit which directs the ball across the net. Immediately after the hit by the attacking team, blockers may contact the ball in an effort to prevent it from crossing the net.

Multiple contacts of the ball may be made by any player or players taking part in a block and will constitute one contact of the ball. After such contact, the team is allowed three additional contacts to return the ball to the opponent's area. The multiple contact is legal if, during the blocking action, the ball contacts the hands, arms or other body parts (at or above the waist) of one or more players in rapid succession.

If the ball touches the top of the net and the hands of an opposing blocker(s), the ball will be considered to have crossed the net and been blocked. After such contact, the attacking team is allowed an additional three contacts of the ball.

5) WALLS - *When playing the ball near a wall, players may not climb the wall to gain a height advantage.*

6) SETTING THE BALL - *These rules apply to an overhead set.*

A variety of factors are to be considered when using the overhead setting action to ensure that the set is a legal set.

- The position of the hands during the set is critical. When the hands contact the ball, the lowest part of the hands (generally the thumbs) must be at or above the forehead. At no time during the setting action are the lowest part of the hands to drop lower than the forehead (top of the nose).*
- When the ball is released there should be no "spin" on the ball. Ideally the ball would float off the setter's hands with no rotation at all. However, to be considered a good set, the ball may slowly rotate (not spin) forward or backward up to 3 rotations. More than 1 side rotation or sidespin indicates that the ball came off the setter's hands at different times and this is not a legal set.*
- If the setter is making a clean set (no spin, hands at or above the forehead) the setter may send the ball to any location on the court. The setter may set forward, backward, or to the side. The set can be to a player and the setter's team or the set ball may land in the opponent's court. When setting to the side, both hands must release the ball at the same time.*
- While setting, the ball can travel in only one direction.*
- Side setting is legal if done cleanly.*

8) THE PLACED SHOT - *A ball that is hit with less force than a spiked ball, but with more force than a dink. HOW TO PLACE A SHOT: You can make a placed shot by contacting the ball with the palm of the hand (fingers must be together), the knuckle(s) of one hand, the fist, side of the hand or you can contact the ball with the fingertips (a cobra shot). If you bump the ball over the net or set the ball over the net you have made a "placed shot".*

9) THE PUSH SHOT - (also called a SHOOT-OVER-THE-NET in volleyball) *A ball that is hit/set with open hands that originates below a player's forehead. The player will generally attempt this shot when not at the net. The ball can be propelled over the net in a line that is nearly horizontal to the floor or the ball can have arc on it to land in a deep corner of the court. **This shot is not legal.***

Commentary on Chapter 9

TEAM AND PLAYER FAULTS COMMITTED DURING PLAY

Commentary on Chapter 10

MISCELLANEOUS

Commentary on Chapter 11

CONDUCT AND SANCTIONS

1) BENCH CONDUCT - *A non-playing team member(s) that is guilty of misconduct will be sanctioned by the referee. If the team member cannot be identified, the sanction will be imposed against the head coach, or if the coach is playing in the game, any team member on the bench.*

2) CONDUCT BETWEEN GAMES - *Any sanction outlined in chapter 11 may be assessed during the period following the pre-match coin toss and during periods between games of a match. Teams will be immediately notified when a sanction is imposed against a team member prior to the start of the match or between games of a match. The sanction will be administered at the beginning of the game following assessment of the sanction. In the case of multiple sanctions, enforcement will be in the order in which the offenses occur. In the case of simultaneous offenses (such as sanctions assessed against opponents for offenses against each other), the sanctions will be enforced against the serving team first and then against the receiving team. After line-ups have been received and recorded on the official score sheet, sanctions will be recorded on the score sheet.*

3) CONDUCT DURING GAME - If a team member deliberately performs acts for the purpose of distracting an opponent during play, play will be stopped and the referee will immediately impose a penalty. If a team member deliberately tries to harm a player on the opposing team while spiking they will be removed from the league/tournament.

4) DISQUALIFIED TEAM MEMBERS - Disqualified team members will be permitted an opportunity to remain in the vicinity of the team for a brief period of time to pick up belongings, provided they refrain from further misconduct. After one minute, if the team member has not departed, the captain will be warned that further delay will result in a match default. If the team member has not departed within fifteen (15) seconds after this warning, the match will be defaulted.

5) DISQUALIFICATION FOR MORE THAN MATCH - If the Tournament or League Director feels that a team member has committed a serious unsportsmanlike-like act that warrants disqualification from more than the match in which the act was discovered, or for acts committed between matches, the Director will enforce the sanction. The referee is authorized to disqualify team members only from the match in which the act occurred.

TEAM SANCTIONS - If a team has been charged with a team delay, any subsequent team sanctions, to include an improper request, will result in a team penalty.



Wallyball Glossary

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| ATTACK HIT OR SPIKE | A hit by a player in an intentional effort to direct the ball into the opponent's court. A third hit by a team is considered to be an attack hit, regardless of intention. A served ball is not considered an attack hit. |
| BALL HANDLING ERROR | A penalty that is charged when a player is called for mishandling the ball (usually a lift, push, or open hand or a double hit) while digging or setting. |
| BEACH DIG | An open hand reception of a hit ball. This is legal only if receiving a hard driven spike. |
| BLOCK | The combination of one, two, or three players that raise his/her hands above his/her shoulders while at the net and attempt to intercept the ball coming from an opponent's side by making contact with the ball before it breaks the vertical plane of the net, as it crosses the net or immediately after it has crossed the net. A block does not count as one of the three successive contacts allowed a team. A block is good only if the ball is actually touched by the player attempting the block. To qualify as a block, the player must be at the net. "At the net" means in close proximity to the net (generally within two feet of the net). |
| BLOCK ATTEMPT | The action of blocking without touching the ball. |
| BUMP | The act of moving the ball to a teammate by allowing the ball to contact the forearms and having the ball rebound in the direction of the teammate. |
| CAMPFIRE | A ball that falls to the floor in an area that's surrounded by two, three, or more teammates. At the instant after the ball hits the floor, it appears as if the players are encircling and staring at a campfire. |
| CENTER LINE | The line, which lies under the plane of the net and extends from sideline to sideline, dividing the court. |
| CHESTER | To be hit in the chest with a spike (variation of a six-pack). |
| COED TEAM | A team consisting of men and women. |
| CONTACTED BALL | A ball that touches or is touched by any part of a player's body or clothing. |
| CUT SHOT | A spike from the hitter's strong side that travels at a sharp angle across the net. This is legal if hit with closed fingers or knuckles. |
| DECIDING GAME | Generally the third or fifth game of a match. |
| DEEP DISH | A setting action that brings the ball down below the forehead. This is not legal. |
| DIG | The act of retrieving an attacked ball close to the floor. |
| DINK | An offensive shot that causes the ball to drop into the opponents' court near the net by allowing the ball to lightly bounce off a part of the hand while standing at or near the net. |
| DIVE | An attempt to recover a ball by going to a prone position on the court. |
| DOUBLE FAULT | A fault committed by a member of Team A at the same instant a fault is committed by a member of Team B. |
| DOUBLE HIT | Occurs when the ball strikes a player's body twice in the same contact. This often occurs when the player's hands are not together. A double hit is legal on a hard driven spike. |

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| DUMP (SET OVER THE NET) | A set of the ball into the opponent's court. This is legal if done in a clean setting motion. |
| FLOATER | A knuckleball type of serve with no spin that follows an erratic path. |
| FOREARM PASS | A method of contacting the ball at a level below the waist using the forearms as the contact surface. |
| FOUL | A failure to play the ball properly as permitted under the rules. |
| GATOR DIG | The reception of a spike with hands apart like a gator's mouth. The fingers are not touching, but the heels of the hands are in contact with each other. This is legal only if receiving a hard driven spike. |
| HIT | A spike. |
| HITTER | An attacker. |
| IMPROPER REQUEST | A request made by a team member not authorized to make the request. For example a non-team captain asking the referee for a time out. |
| JUMP SERVE | Throwing the ball into the air and jumping off the ground at the time the ball is contacted with the hand. |
| JUMP SET | A set that is executed while the setter is in the air. |
| KONG BLOCK | The act of spreading the arms apart in an attempt to block a ball with one of the arms. This is legal. |
| LIFT | Striking the ball from the underside with the palm or fingers of an open hand. |
| MATCH | A scheduled competition between two teams, which consists of a set number of games. |
| NETTING | Touching the net while the ball is in play. |
| OFF SPEED SHOT | A ball that rapidly loses momentum due to reduced speed of the striking arm just prior to contact. |
| OVERHEAD SET | The act of passing the ball to a teammate by contacting the ball with both open hands at or above the forehead, and sending the ball in the direction of the teammate. |
| PANCAKE | A one-handed defensive technique in which the player flattens the hand against the floor in order to save the ball. |
| PASS | An action that results in the ball moving from one player to a teammate. A player can pass the ball by using an overhead set or a bump pass. The first contact of a served ball. |
| PENALTY | A sanction for rude conduct or for a minor offense. Causes a point to be awarded or a loss of serve depending on whether the sanctioned team was serving or receiving the serve. |
| PEPPER | A warm-up drill in which players pass, set, and hit the ball back and forth. |
| PLANE OF THE NET | The area directly above, and in line with, the top of the net. This area is two balls wide, one on each side of the net. |
| POWER TIP | A ball that is pushed or directed with force by an attacking player. This is not legal since it is not a clean hit of the ball. |

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| QUICK SET | An extremely low vertical set to a hitter that is used to beat the opponent's block. This is legal if a clean set is made. |
| RAINBOW | A soft shot over the blockers to the back corner that has the arc of a rainbow. The ball must be struck with closed fingers or with the knuckles. |
| RALLY | One series of play, from the service until the ball is dead. |
| REFEREE | An individual that is scheduled to officiate a match. The Referee is responsible for the action on the court. |
| SANCTION | One of four different actions (warning, penalty, expulsion, disqualification) that can be taken against a team or an individual when a rule is broken. |
| SCREENING | An illegal act on the part of the serving team when the ball is being served. Consists of waving arms and blocking the view of the team receiving the ball. Screening can consist of one or more players. |
| SEAM | The area directly between two receivers or diggers. |
| SERVE | Hitting the ball from the service area to put the ball in play. |
| SERVE OVERHAND | Serve performed with an overhand striking action. You can put spin on your serves by contacting the sides of the ball with the side of your hand, sort of a judo chop motion or with the use of a knuckle/finger. The ball flies off your hand (and does not roll off your hand). A good way of looking at a hit is to say if the ball touches the palm of your hand you must contact the ball at the centerline. If you want to put spin on the ball you must contact the ball with the side of your hand left or right of the centerline. You can also contact the ball below the centerline if you use your knuckles. |
| SERVE RECEIVE | The tactical skill of directing the opponent's serve to the setter so that he or she can set the ball. Forearm passing is the most common technical skill used to receive serve. |
| SERVE UNDERHAND | Serve performed with an underhand striking action. The ball is usually contacted with the heel of the hand. |
| SERVICE ACE | A serve that hits the floor or causes the serve-receiver to misplay the ball in such a manner that another player cannot make a second contact. |
| SERVICE ERROR | The act of serving a ball that touches the net (or net hardware), fails to clear the net or lands out of bounds. Also called when the server is called for a line violation, delay of service, or when there is a rotational fault. |
| SET | A ball that is directed to a point where a player can spike it into the opponent's court. Overhead passing is the most common technical skill used to set. |
| SETTER | The player who sets the ball to the spiker. |
| SIDEOUT | A call by a referee, which causes the possession of the ball to be transferred to the team not currently in possession of the ball. A side out may be called due to a foul or a point being scored. |
| SIMULTANEOUS | At the same instant. |
| SPEED SCORING | A point scored at the end of each rally or dead ball. |

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| SPIKE | The act of hitting the ball into the opponents' court with force. A spiked ball has no arc. |
| SPIKER | The attacker. |
| SUBSTITUTE | A player who is participating on a team in place of a regular team member. |
| TEAM DELAY | A call made by the referee when a team commits an infraction that delays the match. A warning will be issued. |
| TEAM MEMBERS | The players on the team court. Substitutes are team members in uniform who are eligible to enter the game and are located off the court. |
| TEAM PENALTY | A penalty assessed to the team because the individual that committed the infraction could not be identified. |
| THROW | An offensive hit where the ball is contacted with the fingers and wrist or finger action occurs. An offensive hit where the ball remains in the hand or on the fingers longer than an instant. |
| TOUCH | The contact that occurs when a player contacts the ball. |
| WARNING | The lowest level sanction against a team or an individual. Issued for minor offenses. |
| WIPE | This occurs when a hitter pushes the ball off the opposing block. Being this is a push, it is not legal. |



RULEBOOK DIFFERENCES

Service

AUWP definition: The ball is put in play by striking it with one hand (If the hand is used the fingers must be touching each other, they may not be spread) or with any part of the arm in an attempt to send the ball over the net and into the opponent's court. An overhead serve must be clean. The server cannot lift, push, or guide the ball. The ball must be cleanly struck with a closed hand (fingers together) or a fist. The server's foot may not touch the serving line. A jump serve is legal. The ball must be contacted while the server is in the air and before the server's foot touches the floor. A spin serve is legal. The ball must be hit with a closed hand (fingers together). The ball cannot roll off the hand or the fingers. The ball must be cleanly struck so that the ball flies off or pops off of the server's hand. A paintbrush serve is not legal. A paintbrush serve is executed by contacting the ball in such a manner that the ball rolls along the hand. Thai is considered a throw and throws are **not legal**. You can put spin on your serves by contacting the sides of the ball with the side of your hand, sort of a judo chop motion or with the use of a knuckle/finger. The ball flies off your hand (and does not roll off your hand) and because you hit it off center, the ball spins. It takes a lot of practice to perfect this serve. A good way of looking at a hit is to say if the ball touches the palm of your hand you must contact the ball at the centerline. If you want to put spin on the ball you must contact the ball with the side of your hand left or right of the centerline. You can also contact the ball below the centerline if you use your knuckles (another hard shot to master). Bouncing the ball before executing the serve is legal. Once the ball is tossed in the air, the ball must be struck for service. If the server catches the ball after being tossed, or lets the ball drop to the floor, this action will be counted as a faulted service and a side-out will be called. Net serves are not legal.

AWA definition: Does not define paintbrush or spin serves. Guiding or directing or pushing the serve is illegal. The serve must be cleanly struck. If the server catches the ball on the service toss, the server can replay the serve. The AWA and AUWP agree with the remaining serving rules.

WII definition: The player in the back of the court shall put the ball in play by hitting it with one hand only or any part of his arm in an attempt to send the ball over the net. Once the ball is tossed into the air, the ball shall be struck for service unless the server catches the ball before making contact with it. The serve then is cancelled and replayed. Guiding or directing or pushing the serve is a foul. A serve must be cleanly struck. Paintbrush and spin serves are not defined. The WII and AUWP agree with the remaining serving rules.

Screening

AUWP definition: No members of the serving team may block the serve from the view of the opposing team by raising their hands above their heads, flailing their arms from side to side or forming groups of two (2) or more to hide the actions of the server. Players on the serving team who deliberately switch their positions to block the server from the view of the opposing team will be subject to penalty. If applicable, a defensive player should clearly state before the serve that an offensive player is blocking the view of the server. The defensive player may ask the offensive player to move, and if asked, the offensive player must move out of the way and stay out of the way until the instant the ball is served. All offensive players, except the server, will have both feet fully on the ground at the instant the ball is served. **AWA definition:** Same as the AUWP except an offensive player does not have to move if asked by the defensive player.

WII definition: Same as the AWA - PLUS...Players on the serving team who deliberately switch their positions and block the server from the opposing team will forfeit.

Receiving the Serve

AUWP definition: The serve may be received in any form with one exception. The serve may not be received with an open finger pass (i.e. the serve must be received with a bump or pass, it cannot be set). The serve cannot be blocked. A net serve is a side-out.

AWA definition: Same as the AUWP.

WII definition: It is illegal for a player to receive a serve with an open hand pass, or to set the serve overhead. The serve can be blocked.

Crossing the Center Line

AUWP definition: A player may step on, but not go over the centerline. No player can land on the centerline and intentionally or unintentionally interfere with an opponent. No part of the body, other than the foot may contact the centerline.

AWA definition: A player may not cross over the centerline at any time. A player may step on, but not go over the centerline. If a player lands on the centerline and intentionally interferes with an opponent, the referee shall declare a side-out or loss of service.

WII definition: Same as AWA.

Mishandled, held, or thrown ball

AUWP definition: A ball coming to rest momentarily in the hands, arms or any other part of the body at, or above, the player's waist, or against the wall, will be considered as having been held. An offensive hit where the ball is hit with finger action or where the ball remains in the hand or on the fingers longer than an instant, will be considered as having been thrown.

The ball must be handled in such a manner that it rebounds cleanly after contact with a player. Throwing, scooping, lifting, pushing or carrying the ball with one or two hands or arms (either underhand or overhand), will be considered to be a form of holding or throwing, and a fault will be called.

Jousting - When two opposing players contact the ball simultaneously above the net causing the ball to momentarily come to rest; the point is replayed IF a help ball is called by the referee. If the referee does NOT call a held ball, play will continue. The team that gains possession of the ball after this play will be allowed up to three additional contacts with the ball.

AWA definition: Same as the AUWP - but does not define if finger action is legal. A "paintbrush" hit is legal. The definition of a "paintbrush" hit as spiking the ball with the tip of your fingers and creates a spin on the ball.

WII definition: Holding, lifting, scooping, pushing, or carrying the ball with one or two open hands - either underhand or overhand - is a fault. A double fault will be called and the point replayed when players from opposing teams simultaneously hold the ball. If holding is not called, play shall continue on whichever side of the net the ball falls, that team shall be allowed up to three contacts with the ball.

Blocking

AUWP definition: Any player on a 2 or 3 person team may raise their hands above their shoulders while at the net and attempt to intercept the ball coming from an opponent's side by making contact with the ball before it breaks the vertical plane of the net, as it crosses the net or immediately after it has crossed the net. A block does not count as one of the three successive contacts allowed by a team. A block is good only if the ball is actually touched by the player attempting the block. Players attempting a block **may reach over the net**, but they may not touch the ball until an opponent strikes the ball in an attempt to send it into the defensive court. A player cannot block an opponent's set or pass. If an opponent's set or pass (or any played ball) breaks the vertical plane of the net, it is considered a free ball and both teams are entitled to play it. **A serve cannot be blocked.**

AWA definition: Any player in 2 or 3-person team play may raise his hands above his shoulders close to the net and attempt to intercept the ball coming from an opponent's side by making contact with the ball before it crosses the net, as it crosses the net or immediately after it has crossed the net. A block does not count as one of the three successive contacts allowed a team. A block is good only if the player attempting the block touches the ball. A blocked ball counts as having crossed over the net. The opponent cannot block the set. Blocker's can reach over the net to block, providing the other team has made its third contact of the ball. If two opposing players touch the net simultaneously the point is replayed. A double hit is only allowed on a block, or the return of a hard driven hit. If a ball is touched on a block, the team still has 3 hits and the blocker can make the any of these hits. A player may block any type of hit; it does not have to be a hard driven spiked ball. **Blocking, Spiking or attacking a serve is illegal.**

WII definition: Any player may raise his hands above his shoulders close to the net and attempt to intercept the ball coming from an opponent's side by making contact with the ball before it crosses the net, as it crosses the net or immediately after it has crossed the net. A block does not count as one of the three successive contacts allowed a team. A block is good only if the player attempting the block touches the ball. A blocked ball counts as having crossed over the net. A team may attempt a block if: (a) a player on the attacking team serves or spikes the ball; (b) the opponents have made three contacts on the ball; or (c) the ball travels in the proximity of the net but no player on the attacking team can reasonably make a play on the ball. Multiple contacts with the ball between players participating in a block are legal. A player who participates in a block may contact the ball on the next play, since blocking is not considered one of the three hits allowed a team. A player may block any type of hit; it does not have to be a hard driven spiked ball. **Blocking the serve is legal.**

Re-Directing the ball

AUWP definition: At the instance of contact with the ball, a blocker may not direct a spiked ball by rotating the wrists to cause the ball to return to the offensive court at a location selected by the blocker.

AWA definition: No definition.

WII definition: Not defined in rulebook. But this has been legal at some WII tournaments.



Dinking

AUWP definition: To qualify as a "dink" shot, the offensive player's intention must be to lightly drop the ball over the net so that it hits the floor within approximately 2-3 feet of the net. The player must be at the net (within approximately two feet of the net) when the shot is made.

The ball must be propelled over the net in one of the following four ways:

1. Using the knuckles of the hand
2. Using the closed fist
3. Using the back of the hand
4. Using the cobra shot

Open hand dinks are illegal. A "mis-hit" ball is not a "dink", as there is no intention to drop the ball lightly over the net. A ball that drops more than 2-3 feet from the net is likewise not a "dink". In this situation, the ball may be hit with an open hand as long as there is no "carry", "push" or "throw" involved.

AWA definition: An open hand dink of the ball is illegal; it must be a paintbrush hit, a clean hit, closed fist, knuckle, cobra shot or soft spike. A player may dink the ball in any form except with an open hand with finger control of the ball.

WII definition: A player cannot dink the ball with an open hand. He must use a closed fist, knuckles, or "cobras" (extended stiff fingers) shot.

Setting the ball

AUWP definition: The AUWP considers setting to be a guideline, not a rule. Guidelines are presented in order to clarify issues that arise when teaching players the correct way to handle the ball in a game, and when referees are judging a wallyball match. League and Tournament Directors may use their discretion in deciding how to implement these guidelines in their league or tournament.

These guidelines apply to an overhead set.

A variety of factors are to be considered when using the overhead setting action to ensure that the set is a legal set. The position of the hands during the set is critical. When the hands contact the ball, the lowest part of the hands (generally the thumbs) must be at or above the forehead. At no time during the setting action are the lowest part of the hands to drop lower than the forehead.

When the ball is released there should be no "spin" on the ball. Ideally the ball would float off the setter's hands with no rotation at all. However, to be considered a good set, the ball may slowly rotate (not spin) forward or backward. Any side rotation or sidespin indicates that the ball came off the setter's hands at different times and this is not a legal set.

If the setter is making a clean set (no spin, hands at or above the forehead) the setter may send the ball to any location on the court. The setter may set forward, backward, or to the side. The set can be to a player and the setter's team or the set ball may land in the opponent's court.

When contacting the ball, the hands should move in one direction only.

AWA definition: Back set -- A set made over the head behind the setter executed with two (2) hands.

One set -- An extremely low vertical set delivered from one to two feet above the net. The spike contacts the ball while the set is rising.

Set -- A pass that places the ball in position for a player to spike.

Regular set -- A ball that is delivered in a high arc that should drop about two (2) feet from the net. **WII definition:** The ball must be contacted simultaneously with the under surface of the thumb, index and middle finger. The ball is pushed forward with a springing action of the fingers, wrists, and arms, together with full body extension in a synchronized movement.



RULE CLARIFICATIONS BY THE WALLYBALL INFORMATION NETWORK (WIN!)

A Better Definition of a Paintbrush Hit/Serve

The generally recognized rule in tournament and league play is that the paintbrush shot is not allowed. A paintbrush shot is executed by contacting the ball in such a manner that the ball rolls along the palm of the hand, or across open fingers, thus giving the ball spin. This is considered a throw, and throws are illegal..

You can put spin on your serves by contacting the sides of the ball with the side of your hand, sort of a judo chop motion or with the use of a knuckle/finger. The ball flies off your hand (and does not roll off the palm of your hand/open fingers) and because you hit it off center, the ball spins. It takes a lot of practice to perfect this serve.

A good way of looking at a hit is to say if the ball touches the palm of your hand you must contact the ball at the centerline. If you want to put spin on the ball you must contact the ball with the side of your hand left or right of the centerline. You can also contact the ball below the centerline if you use your knuckles (another hard shot to master). The ball cannot roll across open finger of the hand.

Playing Doubles in a Triples Tournament

The league/tournament director will determine this.

*Let's say that a decision is made that a team **MUST** consist of 3 players. If, during play, one of the players is injured, the team may opt to continue with two players. However, if the injury will keep the third player out (of league play) for an extended time, that team will need to make arrangements to add another member (or substitute) to the team so the team is once again a triples team.*



Wallyball Information Network (WIN!) Certification Program

Why be Certified?

Wallyball is an explosive game with important rules that can affect match outcomes. The presence of qualified referees, league / tournament directors, and instructors will enhance safety and produce fairer outcomes. Certification is the process used to specify the level of technical competence. The Wallyball Information Network requires all Certified Referees and Certified Wallyball Instructors to be re-tested every five (5) years.

Available certifications are as follows:

Certified League Director

An individual who is interested in running a wallyball league. This person has passed the open-book examination.

Certified Tournament Director

An individual who is interested in running a wallyball tournament. This person has passed the open-book examination.

Certified Referee

An individual, who is interested in officiating, has passed the open-book examination, and subsequently work matches as an official.

Certified Wallyball Instructor

An individual who has passed the Certified Referee, League Director, and Tournament Director examinations. This individual must also pass the Certified Instructors exam.

Referee Certification Directions

Referee certification requires passing a 75-question examination with a score of 90% or higher. The exam is self-administered and "open book." The examination is based on the Wallyball Information Network (WIN!) Rulebook. A review of rule differences between the AUWP/AWA/WII will be included. A candidate may prepare for the examination by taking a Referee Certification Clinic or by studying the rules by downloading the WIN! Rulebook. Our website is [://www.wally.ball.net./](http://www.wally.ball.net/)

League/Tournament Director Certification Directions

League/Tournament Director certification requires passing a 50-question examination with a score of 90% or higher. The exam is self-administered and "open book." The examination is based on the WIN! Wallyball Tournament and WIN! Wallyball League Guides. A candidate may prepare for the examination by studying the league and/or , which are available for free.

Testing Procedures

Complete the exam. The examination is open-book and self-administered. You must complete the exam within 90 days. *Mail the completed answer sheet* (and test questions directly to the WIN! for grading: WIN!, 1860 107th AVE NW, Coon Rapids MN 55433 or email the completed test to player_assistance@wallyball-info.com

Reporting Results

WIN! will notify every candidate of the score achieved and the question(s) missed. Candidates who attain a score of 90% or better will be furnished a Certificate of Achievement. For candidates who do not attain a score of 90%, the same examination should be retaken and a new answer sheet submitted to WIN!. The results will be forwarded as indicated above.

Please contact us for the certification tests. We will promptly send them to you.

**Wallyball Information Network (WIN!) Officers and Board of Directors
(Past and Present)**

Steve Fuhrman (2005-Current)

Executive_Director@wallyball-info.com

Co-Founder - Wallyball Information Network

Executive Director - Wallyball Information Network (2005-Current)

Treasurer/Secretary (Temp) - Wallyball Information Network (2004-2005)

WIN! National Rules Commissioner - Wallyball Information Network (2005 – Current)

Certified WIN! Wallyball Instructor

Certified WIN! Tournament/League Director (100+)

Certified WIN! League Director

Certified WIN! Referee

Webmaster (1997 – Current)

Grassroots Coordinator and Board of Directors - Wallyball Information Network and Minnesota Racquetball

Lori Ellsworth (2005-Current)

President@wallyball-info.com

Co-Founder - Wallyball Information Network

President - Wallyball Information Network (2005 – Current)

Board of Directors - Wallyball Information Network

Treasurer - Wallyball Information Network (2010 – Current)

Certified WIN! Tournament Director (75+)

Bill Reedy

Vice President - Wallyball Information Network (2008-Current)

Board of Directors - Wallyball Information Network

Iowa Wallyball Commissioner - Wallyball Information Network

Certified WIN! Tournament Director - (30+)

Certified WIN! League Director

George Schneider (2005-Current)

Secretary- Wallyball Information Network (2005-Current)

Board of Directors - Wallyball Information Network

Certified WIN! Tournament Director (30 +)

Rules Committee Member - Wallyball Information Network

Scott Fuhrman (2005-Current)

Board of Directors - Wallyball Information Network (2005 – Current)

Vice President - Wallyball Information Network (2005 – 2007)

Rules Committee Chair- Wallyball Information Network

Pete Sharbo

Board of Directors - Wallyball Information Network (2008 – Present)

Lynne Nelson

Board of Directors - Wallyball Information Network (2008 – Present)

Bob Gordon

Board of Directors - Wallyball Information Network (2008 – 2012)

North Dakota Wallyball Commissioner - Wallyball Information Network

Michael Schroder (2006-2010)

Treasurer- Wallyball Information Network

Board of Directors – Wallyball Information Network

Allison Stegeman (2005-2007)

Board of Directors - Wallyball Information Network

Rules Committee Member - Wallyball Information Network

Jamie Stegeman (2005-2007)

Board of Directors - Wallyball Information Network

Rules Committee - Wallyball Information Network

Additional Rule Clarifications for the OPEN Player

RULES OF THE GAME

All OPEN team members are required to know the rules of the game and are required to abide by them. Other divisions will “relax” some of the rules.

The **OPEN DIVISION** is the highest level of play. Players know and abide by all the game and ball handling rules of the sport. In OPEN play, a wallyball is often spiked in excess of 80 mph with defensive players able to "dig" balls traveling at that speed. Players generally have many years of experience playing wallyball and/or volleyball. They are an all around consistent player.

Nearly all players at this level have played organized volleyball at the collegiate level or club level. They also have been acclimated to tournament play through years of tournament level competition. In addition to very strong volleyball skills, OPEN wallyball players generally have several years of wallyball experience as well. What often separates OPEN level wallyball players from ADVANCED level players with the same volleyball skill level is the amount of experience playing wallyball. Wallyball played at the OPEN level requires a unique skill set that is not entirely transferable from volleyball. OPEN (A Level) volleyball players, as a rule, DO NOT step onto a wallyball court the first several times and excel as wallyball players, but rather take months, if not years to develop into top caliber wallyball players.

LEGAL SERVICE

The ball is put in play by striking it with one hand or with any part of the arm in an attempt to send the ball over the net and into the opponent's court. A player may serve with an open hand if the ball is cleanly struck. An overhead serve must be clean. The server's foot may not touch the serving line. A jump serve is legal. The ball must be contacted while the server is in the air and before the server's foot touches the floor. A spin serve is legal. The ball cannot roll off the palm of the hand or the fingers. The ball must be cleanly struck so that the ball flies off or pops off of the server's hand. A paintbrush serve is not legal. A paintbrush serve is executed by contacting the ball in such a manner that the ball rolls along the palm of the hand or along open fingers. This is considered a throw and throws are **not legal**. You can put spin on your serves by contacting the sides of the ball with the side of your hand, sort of a judo chop motion or with the use of a knuckle/finger. The ball flies off your hand (and does not roll along the palm of the hand) and because you hit it off center, the ball spins. It takes a lot of practice to perfect this serve. A good way of looking at a hit is to say if the ball touches the palm of your hand you must contact the ball at the centerline (no spin). If you want to put spin on the ball you must contact the ball with the side of your hand left or right of the centerline. You can also contact the ball below the centerline if you use your knuckles (another hard shot to master). Bouncing the ball before executing the serve is legal. Once the ball is tossed in the air, the ball must be struck for service. If the server catches the ball after being tossed, or lets the ball drop to the floor, this action will be counted as a faulted service and a side-out will be called. Net serves are not legal. A served ball may contact a wall on either the serving team's side or the receiving team's side of the net. The server may serve the ball off the serving team's back wall. In order for the serve to be good:

- The ball must pass over the net without touching a member of the serving team.
- The ball must not contact the net or net hardware.
- The ball must not contact two or more walls before being played or landing on the floor.
- The ball must not contact the opponent's back wall.
- The ball must not contact the ceiling of the court.

PRELIMINARY SERVICE ACTION

Bouncing the ball before executing the serve is legal. Once the referee calls the game score signaling the server to release the ball and execute the serve, the server has five (5) seconds to initiate the serve. Once the ball is tossed in the air, the ball must be struck for service. If the server catches the ball after being tossed, this action will be counted as a faulted service and side-out will be called. Guiding, directing or pushing the serve is illegal. The serve must be cleanly struck. You can put spin on your serves by contacting the sides of the ball with the side of your hand. Sort of like a judo chop motion or with the use of a knuckle or finger. The ball must fly off your hand (and does not roll off your palm/open fingers) and because you hit it off center, the ball spins. A good way of looking at a hit is to say if the ball touches the palm of your hand you must contact the ball at the centerline. If you want to put spin on the ball you must contact the ball with the side of your hand/knuckle/finger left or right of the centerline.

RECEIVING THE SERVICE WITH AN OPEN HAND FINGER PASS

The service may be received in any form with one exception. The serve may not be received with an open hand finger pass (i.e. the serve must be received with a bump or pass, it cannot be set).

RECEPTION OF THE BALL

Contact with the ball must be brief and instantaneous. When the ball has been hit hard, or during setting action, it sometimes stays very briefly in contact with the hands of the player handling the ball. In such cases, contact that results from playing the ball from below, or a high reception where the ball is received from high in the air, should not be penalized. The following actions of playing the ball should not be counted as faults:

- When the sound is different to that made by a fingertip hit, but the hit is still played simultaneously with both hands and the ball is not held.
- When the ball is played with two closed fists on and the contact with the ball is simultaneous.
- When the ball contacts the open hand and rolls off the hand backward without being held.
- When the ball is played correctly and the player's hands move backwards, either during or after the hit.
- When a spiked ball is caused to rotate (such as a defective spike where the ball is spun and not hit squarely or a set ball that is caused to rotate due to improper contact).
- Open hand cleanly hit.

MISHANDLED, HELD OR THROWN BALL

A ball coming to rest momentarily in the hands, arms or any other part of the body at, or above, the player's waist, or against the wall(s), will be considered as having been held. An offensive hit where the ball is hit with finger action or where the ball remains in the hand or on the fingers longer than an instant, will be considered as having been thrown.

The ball must be handled in such a manner that it rebounds cleanly after contact with a player. Throwing, scooping, lifting, pushing or carrying the ball with one or two hands or arms (either underhand or overhand), will be considered to be a form of holding or throwing, and a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called. A **push shot** is done with open hands that originate below a player's forehead. The ball can be propelled over the net in a line that is nearly horizontal to the floor or the ball can have arc on it to land in a deep corner of the court. **This shot is not legal.**

BLOCKING

Blocking is the action of player (s) close to the net to intercept the ball coming from the opponent's side of the net. Any player on a 2 or 3 person team may raise his/her hands above his/her shoulders while at the net and attempt to intercept the ball coming from an opponent's side by making contact with the ball before it breaks the vertical plane of the net, as it crosses the net or immediately after it has crossed the net. A block does not count as one of the three successive contacts allowed a team. A block is good only if the ball is actually touched by the player attempting the block. A player may place his/her hands beyond the net, provided that this action does not interfere with the opponents' play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack hit.

Re-Directing the ball when blocking: At the instance of contact with the ball, a blocker may not re-direct a spiked ball by rotating the wrists to cause the ball to return to the offensive court at a location selected by the blocker.

To qualify as a block, the player must be at the net. "At the net" means in close proximity to the net (generally within approximately two feet of the net.) A blocked ball counts as having crossed over the net. Therefore, if the ball is blocked back into the court of the team that originally hit the ball, that team is allowed three more contacts with the ball.

A block becomes an attack when the player (s) attempting a block "swings" their arm instead of "intercepting" the ball (intercepting a ball using very little arm swing).

If members of a composite block are to benefit from the rule allowing multiple contacts of the ball by the blockers, they must be close to the net and close to each other at the time the ball is blocked. If a player is attempting to block, but is not close to the other player that has made contact with the ball during the block, this second contact will count as the first of three contacts that are allowed to return the ball to the opponent's court.

Players may take a blocking position with the hands and arms over the net before the opponent's attack hit or service providing there is no contact with the ball until after the opponents have completed an attack hit which directs the ball across the net. Immediately after the hit by the attacking team, blockers may contact the ball in an effort to prevent it from crossing the net.

Multiple contacts of the ball may be made by any player or players taking part in a block and will constitute one contact of the ball. After such contact, the team is allowed three additional contacts to return the ball to the opponent's area. The multiple contact is legal if, during the blocking action, the ball contacts the hands, arms or other body parts (at or above the waist) of one or more players in rapid succession.

If the ball touches the top of the net and the hands of an opposing blocker(s), the ball will be considered to have crossed the net and been blocked. After such contact, the attacking team is allowed an additional three contacts of the ball.

SETTING THE BALL

These rules apply to an overhead set.

A variety of factors are to be considered when using the overhead setting action to ensure that the set is a legal set.

The position of the hands during the set is critical. When the hands contact the ball, the lowest part of the hands (generally the thumbs) must be at or above the forehead. At no time during the setting action are the lowest part of the hands to drop lower than the forehead (top of the nose).

When the ball is released there should be no "spin" on the ball. Ideally the ball would float off the setter's hands with no rotation at all. However, to be considered a good set, the ball may slowly rotate (not spin) forward or backward up to 3 rotations. More than 1 side rotation or sidespin indicates that the ball came off the setter's hands at different times and this is not a legal set.

If the setter is making a clean set (no spin, hands at or above the forehead) the setter may send the ball to any location on the court. The setter may set forward, backward, or to the side. The set can be to a player and the setter's team or the set ball may land in the opponent's court. When setting to the side, both hands must release the ball at the same time.

While setting, the ball can travel in only one direction after a player contacts it. Side setting over the net is legal if done cleanly.

Additional Rule Clarifications for the Advanced Player

RULES OF THE GAME

All **ADVANCED** team members are required to know the rules of the game and are required to abide by them. Divisions lower than Advanced will “relax” some of the rules.

The **ADVANCED Division** is one step down from the **OPEN** division. These players know and abide by all the game and ball handling rules of the sport. At this level, players exhibit good proficiency at bumping, setting, and spiking. Players often excel at one or even two of these skills but are not as skilled all around as the **OPEN** player. Normally, **ADVANCED** players do not have as much ball control as the **OPEN** players or cannot set consistently.

LEGAL SERVICE

The ball is put in play by striking it with one hand or with any part of the arm in an attempt to send the ball over the net and into the opponent's court. A player may serve with an open hand if the ball is cleanly struck. An overhead serve must be clean. The server's foot may not touch the serving line. A jump serve is legal. The ball must be contacted while the server is in the air and before the server's foot touches the floor. A spin serve is legal. The ball cannot roll off the fingers on the server's hand (*it can briefly roll across the palm of the hand*). The ball must be cleanly struck so that the ball flies off or pops off of the server's hand. You can put spin on your serves by contacting the sides of the ball with the side of your hand, sort of a judo chop motion or with the use of a knuckle/finger. The ball flies off your hand and because you hit it off center, the ball spins. Bouncing the ball before executing the serve is legal. Once the ball is tossed in the air, the ball must be struck for service. If the server catches the ball after being tossed, or lets the ball drop to the floor, this action will be counted as a faulted service and a side-out will be called. Net serves are not legal. A served ball may contact a wall on either the serving team's side or the receiving team's side of the net. The server may serve the ball off the serving team's back wall. In order for the serve to be good:

- The ball must pass over the net without touching a member of the serving team.
- The ball must not contact the net or net hardware.
- The ball must not contact two or more walls before being played or landing on the floor.
- The ball must not contact the opponent's back wall.
- The ball must not contact the ceiling of the court.

PRELIMINARY SERVICE ACTION

Bouncing the ball before executing the serve is legal. Once the referee calls the game score signaling the server to release the ball and execute the serve, the server has five (5) seconds to initiate the serve. Once the ball is tossed in the air, the ball must be struck for service. If the server catches the ball after being tossed, this action will be counted as a faulted service and side-out will be called. Guiding, directing or pushing the serve is illegal. The serve must be cleanly struck. You can put spin on your serves by contacting the sides of the ball with the side of your hand. Sort of like a judo chop motion or with the use of a knuckle or finger.

RECEIVING THE SERVICE WITH AN OPEN HAND FINGER PASS

The service may be received in any form with one exception. The serve may not be received with an open hand finger pass (i.e. the serve must be received with a bump or pass, it cannot be set).

RECEPTION OF THE BALL

Contact with the ball must be brief and instantaneous. When the ball has been hit hard, or during setting action, it sometimes stays very briefly in contact with the hands of the player handling the ball. In such cases, contact that results from playing the ball from below, or a high reception where the ball is received from high in the air, should not be penalized. The following actions of playing the ball should not be counted as faults:

- When the sound is different to that made by a fingertip hit, but the hit is still played simultaneously with both hands and the ball is not held.
- When the ball is played with two closed fists on and the contact with the ball is simultaneous.
- When the ball contacts the open hand and rolls off the hand backward without being held.
- When the ball is played correctly and the player's hands move backwards, either during or after the hit.
- When a spiked ball is caused to rotate (such as a defective spike where the ball is spun and not hit squarely or a set ball that is caused to rotate due to improper contact).
- Open hand cleanly hit.

MISHANDLED, HELD OR THROWN BALL

A ball coming to rest momentarily in the hands, arms or any other part of the body at, or above, the player's waist, or against the wall(s), will be considered as having been held. An offensive hit where the ball is hit with finger action or where the ball remains in the hand or on the fingers longer than an instant, will be considered as having been thrown.

The ball must be handled in such a manner that it rebounds cleanly after contact with a player. Throwing, scooping, lifting, pushing or carrying the ball with one or two hands or arms (either underhand or overhand), will be considered to be a form of holding or throwing, and a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called. A **push shot** is done with open hands that originate below a player's forehead. The ball can be propelled over the net in a line that is nearly horizontal to the floor or the ball can have arc on it to land in a deep corner of the court. **This shot is not legal.**

BLOCKING

Blocking is the action of player(s) close to the net to intercept the ball coming from the opponent's side of the net. Any player on a 2 or 3 person team may raise his/her hands above his/her shoulders while at the net and attempt to intercept the ball coming from an opponent's side by making contact with the ball before it breaks the vertical plane of the net, as it crosses the net or immediately after it has crossed the net. A block does not count as one of the three successive contacts allowed a team. A block is good only if the ball is actually touched by the player attempting the block. A player may place his/her hands beyond the net, provided that this action does not interfere with the opponents' play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack hit.

Re-Directing the ball when blocking: At the instance of contact with the ball, a blocker may not re-direct a spiked ball by rotating the wrists to cause the ball to return to the offensive court at a location selected by the blocker.

To qualify as a block, the player must be at the net. "At the net" means in close proximity to the net (generally within approximately two feet of the net.) A blocked ball counts as having crossed over the net. Therefore, if the ball is blocked back into the court of the team that originally hit the ball, that team is allowed three more contacts with the ball.

A block becomes an attack when the player(s) attempting a block "swings" their arm instead of "intercepting" the ball (intercepting a ball using very little arm swing).

If members of a composite block are to benefit from the rule allowing multiple contacts of the ball by the blockers, they must be close to the net and close to each other at the time the ball is blocked. If a player is attempting to block, but is not close to the other player that has made contact with the ball during the block, this second contact will count as the first of three contacts that are allowed to return the ball to the opponent's court.

Players may take a blocking position with the hands and arms over the net before the opponent's attack hit or service providing there is no contact with the ball until after the opponents have completed an attack hit which directs the ball across the net. Immediately after the hit by the attacking team, blockers may contact the ball in an effort to prevent it from crossing the net. Multiple contacts of the ball may be made by any player or players taking part in a block and will constitute one contact of the ball. After such contact, the team is allowed three additional contacts to return the ball to the opponent's area. The multiple contact is legal if, during the blocking action, the ball contacts the hands, arms or other body parts (at or above the waist) of one or more players in rapid succession.

If the ball touches the top of the net and the hands of an opposing blocker(s), the ball will be considered to have crossed the net and been blocked. After such contact, the attacking team is allowed an additional three contacts of the ball.

SETTING THE BALL

These rules apply to an overhead set.

A variety of factors are to be considered when using the overhead setting action to ensure that the set is a legal set.

The position of the hands during the set is critical. When the hands contact the ball, the lowest part of the hands (generally the thumbs) must be at or above the forehead. At no time during the setting action are the lowest part of the hands to drop lower than the forehead (top of the nose).

When the ball is released there should be no "spin" on the ball. Ideally the ball would float off the setter's hands with no rotation at all. However, to be considered a good set, the ball may slowly rotate (not spin) forward or backward up to 4 rotations. More than 2 side rotation or sidespin indicates that the ball came off the setter's hands at different times and this is not a legal set.

If the setter is making a clean set (no spin, hands at or above the forehead) the setter may send the ball to any location on the court. The setter may set forward, backward, or to the side. The set can be to a player and the setter's team or the set ball may land in the opponent's court. When setting to the side, both hands must release the ball at the same time.

While setting, the ball can travel in only one direction after a player contacts it. Side setting over the net is legal if done cleanly.

Additional Rule Clarifications for the Intermediate Player

RULES OF THE GAME

The **INTERMEDIATE Division** is one step down from the **ADVANCED Division**. Players know and abide by all of the game and most of the ball handling rules of the sport. Their skills are still developing, but they are considered a pretty good player. An **INTERMEDIATE** player is just learning the ball handling techniques.

LEGAL SERVICE

The ball is put in play by striking it with one hand or with any part of the arm in an attempt to send the ball over the net and into the opponent's court. A player may serve with an open hand if the ball is cleanly struck. An overhead serve must be clean. The server's foot may not touch the serving line. A jump serve is legal. The ball must be contacted while the server is in the air and before the server's foot touches the floor. A spin serve is legal. A paintbrush serve is legal. A paintbrush serve is executed by contacting the ball in such a manner that the ball rolls along the palm of the hand or along open fingers. You can put spin on your serves by contacting the sides of the ball with the side of your hand, sort of a judo chop motion or with the use of a knuckle/finger. You can also contact the ball below the centerline if you use your knuckles (another hard shot to master). Bouncing the ball before executing the serve is legal. Once the ball is tossed in the air, the ball must be struck for service. If the server catches the ball after being tossed, or lets the ball drop to the floor, this action will be counted as a faulted service and a side-out will be called. Net serves are not legal. A served ball may contact a wall on either the serving team's side or the receiving team's side of the net. The server may serve the ball off the serving team's back wall. In order for the serve to be good:

- The ball must pass over the net without touching a member of the serving team.
- The ball must not contact the net or net hardware.
- The ball must not contact two or more walls before being played or landing on the floor.
- The ball must not contact the opponent's back wall.
- The ball must not contact the ceiling of the court.

PRELIMINARY SERVICE ACTION

Bouncing the ball before executing the serve is legal. Once the referee calls the game score signaling the server to release the ball and execute the serve, the server has five (5) seconds to initiate the serve. Once the ball is tossed in the air, the ball must be struck for service. If the server catches the ball after being tossed, this action will be counted as a faulted service and side-out will be called.

RECEIVING THE SERVICE WITH AN OPEN HAND FINGER PASS

The service may be received in any form with one exception. The serve may not be received with an open hand finger pass (i.e. the serve must be received with a bump or pass, it cannot be set).

RECEPTION OF THE BALL

Contact with the ball must be as brief and instantaneous as possible. When the ball has been hit hard, or during setting action, it sometimes stays very briefly in contact with the hands of the player handling the ball. In such cases, contact that results from playing the ball from below, or a high reception where the ball is received from high in the air, should not be penalized. The following actions of playing the ball should not be counted as faults:

- When the sound is different to that made by a fingertip hit, but the hit is still played simultaneously with both hands and the ball is not held.
- When the ball is played with two closed fists on and the contact with the ball is simultaneous.
- When the ball contacts the open hand and rolls off the hand backward without being held.
- When the ball is played correctly and the player's hands move backwards, either during or after the hit.
- When a spiked ball is caused to rotate (such as a defective spike where the ball is spun and not hit squarely or a set ball that is caused to rotate due to improper contact).
- Open hand cleanly hit.

MISHANDLED, HELD OR THROWN BALL

A ball coming to rest momentarily in the hands, arms or any other part of the body at, or above, the player's waist, or against the wall(s), will be considered as having been held. The ball must be handled in such a manner that it rebounds cleanly after contact with a player. Throwing, scooping, lifting, pushing or carrying the ball with one or two hands or arms (either underhand or overhand), will be considered to be a form of holding or throwing, and a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called. A **push shot** is done with open hands that originate below a player's forehead. The ball can be propelled over the net in a line that is nearly horizontal to the floor or the ball can have arc on it to land in a deep corner of the court. **This shot is legal.**

BLOCKING

Blocking is the action of player (s) close to the net to intercept the ball coming from the opponent's side of the net. Any player on a 2 or 3 person team may raise his/her hands above his/her shoulders while at the net and attempt to intercept the ball coming from an opponent's side by making contact with the ball before it breaks the vertical plane of the net, as it crosses the net or immediately after it has crossed the net. A block does not count as one of the three successive contacts allowed a team. A block is good only if the ball is actually touched by the player attempting the block. A player may place his/her hands beyond the net, provided that this action does not interfere with the opponents' play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack hit.

Re-Directing the ball when blocking :: At the instance of contact with the ball, a blocker may spike a ball by rotating the wrists to cause the ball to return to the offensive court at a location selected by the blocker.

To qualify as a block, the player must be at the net. "At the net" means in close proximity to the net (generally within approximately two feet of the net.) A blocked ball counts as having crossed over the net. Therefore, if the ball is blocked back into the court of the team that originally hit the ball, that team is allowed three more contacts with the ball.

A block becomes an attack when the player (s) attempting a block "swings" their arm instead of "intercepting" the ball (intercepting a ball using very little arm swing).

If members of a composite block are to benefit from the rule allowing multiple contacts of the ball by the blockers, they must be close to the net and close to each other at the time the ball is blocked. If a player is attempting to block, but is not close to the other player that has made contact with the ball during the block, this second contact will count as the first of three contacts that are allowed to return the ball to the opponent's court.

Players may take a blocking position with the hands and arms over the net before the opponent's attack hit or service providing there is no contact with the ball until after the opponents have completed an attack hit which directs the ball across the net. Immediately after the hit by the attacking team, blockers may contact the ball in an effort to prevent it from crossing the net. Multiple contacts of the ball may be made by any player or players taking part in a block and will constitute one contact of the ball. After such contact, the team is allowed three additional contacts to return the ball to the opponent's area. The multiple contact is legal if, during the blocking action, the ball contacts the hands, arms or other body parts (at or above the waist) of one or more players in rapid succession.

If the ball touches the top of the net and the hands of an opposing blocker(s), the ball will be considered to have crossed the net and been blocked. After such contact, the attacking team is allowed an additional three contacts of the ball.

SETTING THE BALL

These rules apply to an overhead set.

A variety of factors are to be considered when using the overhead setting action to ensure that the set is a legal set.

The position of the hands during the set is critical. When the hands contact the ball, the lowest part of the hands (generally the thumbs) must be at or above the forehead. At no time during the setting action are the lowest part of the hands to drop lower than the forehead (top of the nose).

To be considered a good set, the ball may slowly rotate (not spin) forward or backward up to 5 rotations. More than 3 side rotation or sidespin indicates that the ball came off the setter's hands at different times and this is not a legal set.

If the setter is making a clean set (no spin, hands at or above the forehead) the setter may send the ball to any location on the court. The setter may set forward, backward, or to the side. The set can be to a player and the setter's team or the set ball may land in the opponent's court. When setting to the side, both hands must release the ball at the same time.

Additional Rule Clarifications for the BEGINNER Player

RULES OF THE GAME

The **BEGINNER Division**. These players are learning the game rules and ball handling skills required for the game. They are on the court to have a great time and learn the game. The Beginner's skills are still developing, and they are mostly a social player.

LEGAL SERVICE

The ball is put in play by striking it with one hand or with any part of the arm in an attempt to send the ball over the net and into the opponent's court. A player may serve with an open hand if the ball is cleanly struck. The server's foot may not touch the serving line. A jump serve is legal. The ball must be contacted while the server is in the air and before the server's foot touches the floor. A spin serve is legal. Bouncing the ball before executing the serve is legal. Once the ball is tossed in the air, the ball must be struck for service. If the server catches the ball after being tossed, or lets the ball drop to the floor, this action will be counted as a faulted service and a side-out will be called. Net serves are not legal. A served ball may contact a wall on either the serving team's side or the receiving team's side of the net. The server may serve the ball off the serving team's back wall. In order for the serve to be good:

- The ball must pass over the net without touching a member of the serving team.
- The ball must not contact the net or net hardware.
- The ball must not contact two or more walls before being played or landing on the floor.
- The ball must not contact the opponent's back wall.
- The ball must not contact the ceiling of the court.

PRELIMINARY SERVICE ACTION

Once the referee calls the game score signaling the server to release the ball and execute the serve, the server has five (5) seconds to initiate the serve.

RECEIVING THE SERVICE WITH AN OPEN HAND FINGER PASS

The service may be received in any form with one exception. The serve may not be received with an open hand finger pass (i.e. the serve must be received with a bump or pass, it cannot be set).

RECEPTION OF THE BALL

Contact with the ball must be as brief and instantaneous as possible. When the ball has been hit hard, or during setting action, it sometimes stays very briefly in contact with the hands of the player handling the ball. In such cases, contact that results from playing the ball from below, or a high reception where the ball is received from high in the air, should not be penalized. The following actions of playing the ball should not be counted as faults:

- When the sound is different to that made by a fingertip hit, but the hit is still played simultaneously with both hands and the ball is not held.
- When the ball is played with two closed fists on and the contact with the ball is simultaneous.
- When the ball contacts the open hand and rolls off the hand backward without being held.
- When the ball is played correctly and the player's hands move backwards, either during or after the hit.
- When a spiked ball is caused to rotate (such as a defective spike where the ball is spun and not hit squarely or a set ball that is caused to rotate due to improper contact).
- Open hand cleanly hit.

MISHANDLED, HELD OR THROWN BALL

A ball coming to rest in the hands, arms or any other part of the body at, or above, the player's waist, or against the wall(s), will be considered as having been held. An offensive hit where the ball is hit with finger action or where the ball remains in the hand or on the fingers longer than an instant, will be considered as having been thrown.

The ball must be handled in such a manner that it rebounds cleanly after contact with a player. Throwing, scooping, lifting, pushing or carrying the ball with one or two hands or arms (either underhand or overhand), will be considered to be a form of holding or throwing, and a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called.

BLOCKING

Blocking is the action of player (s) close to the net to intercept the ball coming from the opponent's side of the net. Any player on a 2 or 3 person team may raise his/her hands above his/her shoulders while at the net and attempt to intercept the ball coming from an opponent's side by making contact with the ball before it breaks the vertical plane of the net, as it crosses the net or immediately after it has crossed the net. A block does not count as one of the three successive contacts allowed a team. A block is good only if the ball is actually touched by the player attempting the block. A player may place his/her hands beyond the net, provided that this action does not interfere with the opponents' play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack hit.

A block becomes an attack when the player (s) attempting a block "swings" their arm instead of "intercepting" the ball (intercepting a ball using very little arm swing).

If members of a composite block are to benefit from the rule allowing multiple contacts of the ball by the blockers, they must be close to the net and close to each other at the time the ball is blocked. If a player is attempting to block, but is not close to the other player that has made contact with the ball during the block, this second contact will count as the first of three contacts that are allowed to return the ball to the opponent's court.

Players may take a blocking position with the hands and arms over the net before the opponent's attack hit or service providing there is no contact with the ball until after the opponents have completed an attack hit which directs the ball across the net. Immediately after the hit by the attacking team, blockers may contact the ball in an effort to prevent it from crossing the net. Multiple contacts of the ball may be made by any player or players taking part in a block and will constitute one contact of the ball. After such contact, the team is allowed three additional contacts to return the ball to the opponent's area. The multiple contact is legal if, during the blocking action, the ball contacts the hands, arms or other body parts (at or above the waist) of one or more players in rapid succession.

If the ball touches the top of the net and the hands of an opposing blocker(s), the ball will be considered to have crossed the net and been blocked. After such contact, the attacking team is allowed an additional three contacts of the ball.

SETTING THE BALL

These rules apply to an overhead set.

A variety of factors are to be considered when using the overhead setting action to ensure that the set is a legal set.

The position of the hands during the set is critical. When the hands contact the ball, the lowest part of the hands (generally the thumbs) must be at or above the forehead. At no time during the setting action are the lowest part of the hands to drop lower than the forehead (top of the nose). The ball may rotate slowly, but not spin quickly.

The setter may send the ball to any location on their side of the court. The setter may set forward, backward, or to the side. Side setting over the net is not legal. While setting, the ball can travel in only one direction after a player contacts it.

Wallyball Rule Clarifications for the Recreational Player

Including guide-lines for five and six person teams

The **RECREATIONAL** Division is a great way to get involved with wallyball. Players in this division would rather not worry about the rules. Each player will do the best that they can. It is "Call your own".....

Wallyball is a sport full of action, intensity and aerobic activity. The overall benefit of being active and fit is an improved quality of life-being able to do things you enjoy for longer periods of time. It also means having the energy and strength to feel as good as possible. Getting more fit, even a little bit, can improve your health. You don't have to be an athlete to be fit. Athletes reach a very high level of fitness. And people who take brisk half-hour walks every day reach a good level of fitness. Even people who can't do that much can work toward some level of fitness that helps them feel better and have more energy.

Wallyball is played on a standard racquetball court, so the court dimensions are the same. The dimensions of the court are forty (40) feet (12.1920m) long by twenty (20) feet (6.0960m) wide by twenty (20) feet (6.0960m) high. The court is divided into two equal halves, with a centerline between each side.

The net is three (3) feet wide and extends the entire width of the court. Standard net height (SNH) is measured from the floor to the top of the net and should be the same at the net ends and center. The SNH for men and coed play is eight (8) feet (2.45m). The SNH for women's play is seven (7) feet four and a quarter (4 1/4) inches (2.24m). Net tension should be adjusted so that a ball hitting the net rebounds sharply back into the playing area.

BASIC RULES OF THE GAME

NUMBER OF CONTACTS WITH THE BALL

Each team is allowed up to three (3) successive contacts of the ball in order to play the ball.

POINTS SCORED (RALLY SCORING)

Every time the ball is served, a point is scored by the winning team, except when the score for both teams is frozen.

Both teams are frozen when the serving team achieves the freeze point. At the next side-out, one additional point will be awarded to the team that has won the serve. At this time, either team can score points only when serving.

A point is awarded to the winner of each volley, until one team reaches the freeze-point. The freeze-point is three points less than the number needed to win a game. Once at freeze-point, points are only awarded to a team that is both serving and wins the volley.

In general, matches will consist of the best of two (2) out of three (3) games, or best of three (3) out of five (5) games.

LEGAL SERVICE

The service area extends three (3) feet from the back wall and runs the entire width of the court.

The ball is put in play by striking it with one hand or with any part of the arm in an attempt to send the ball over the net and into the opponent's court. Net serves are not legal. A served ball may contact a wall on either the serving team's side or the receiving team's side of the net. The server may serve the ball off the serving team's back wall.

In order for the serve to be good:

- The server has ten (10) seconds to initiate the serve after the server says the score.
- The server's foot may not touch the serving line.
- Bouncing the ball before executing the serve is legal.
- Once the ball is tossed in the air, the ball must be struck for service. If the server catches the ball after being tossed, or lets the ball drop to the floor, this action will be counted as a faulted service and a side-out will be called.
- A jump serve is legal. The ball must be contacted while the server is in the air and before the server's foot touches the floor.
- The server must say the score before serving. If the wrong score is called, the point will be replayed. If the wrong player serves, the point will be replayed.
- A spin serve is legal. A paintbrush serve is legal. A paintbrush serve is executed by contacting the ball in such a manner that the ball rolls along the palm of the hand or along open fingers. You can put spin on your serves by contacting the sides of the ball with the side of your hand, sort of a judo chop motion or with the use of a knuckle/finger. You can also contact the ball below the centerline if you use your knuckles.
- The ball must pass over the net without touching a member of the serving team.
- The ball must not contact the net or net hardware. All hardware that attaches the net to the wall is considered to be part of the net.
- The ball must not contact two or more walls before being played or landing on the floor.
- The ball must not contact the opponent's back wall.
- The ball must not contact the ceiling of the court.

SCREENING AND PLAYER POSITIONS

- No member (s) of the serving team may block the server from the view of the opposing team by raising their hands above their head (s), flailing their arms from side to side or forming groups of two (2) or more to hide the actions of the server. Player (s) on the serving team who deliberately switch their positions to block the server from the view of the opposing team will be subject to penalty.
- The server cannot move behind another player to hide their actions.
- If applicable, a defensive player should clearly state before the serve that an offensive player is blocking the view of the server. The defensive player may ask the offensive player to move, and if asked, the offensive player must move out of the way and must stay out of the way until the instant the ball is served.
- All offensive players, except the server, will have both feet fully on the ground at the instant the ball is served.
- In two (2) or three (3) person play, players may be in any position on the court. Only the serving order (rotation) must be maintained.
- With teams of 4 or more persons, players must be in their designated serving positions. After the service, players may move to an alternative offensive or defensive position.

RECEIVING THE SERVICE

- The service may be bumped, set, or passed. The serve cannot be blocked or attacked.

RECEPTION OF THE BALL

- Contact with the ball must be as brief and instantaneous as possible.
- The ball cannot be held, caught or thrown.
- The ball can be played with two closed fists and the contact with the ball is simultaneous.
- Open hand cleanly hit.

BACK WALL IN PLAY OR OUT OF BOUNDS

A team in possession of the ball may cause the ball to bounce off their own back wall. The ball can then be played by another player on their team (as long as they are within the allowed three touches of the ball), or the ball can be bounced off the back wall in a manner that propels it over the net into the opponent's court. In this latter case, if the ball touches a side wall or the opponent's back wall before a member of the opponent's team touches the ball, a two wall violation occurs and a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called.

If the ball hits anything other than the court wall or goes out of the court area it will be replayed.

CEILING IN PLAY OR OUT OF BOUNDS

A team in possession of the ball may cause the ball to bounce off their own ceiling. The ball can then be played by another player on their team (as long as they are within the allowed three touches of the ball). If the team in possession of the ball causes the ball to bounce off the ceiling in a manner that propels the ball over the net into the opponent's court, a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called.

If the ball hits anything other than the court wall or goes out of the court area it will be replayed.

PLAY AT THE NET

BALL TOUCHING THE NET

A ball (other than a served ball) that touches or rebounds off the net or net hardware may be played.

THE BALL PASSING THROUGH THE NET OPENING

Since some nets may not extend the full width of the court, any ball passing through the net opening on the first or second hit of a volley will be replayed.

A ball passing through the net opening on the third hit or on the serve will result in a side-out.

A player on the defensive team is not allowed to stop a ball that is about to pass through the net opening.

BALL DIRECTLY ABOVE THE VERTICAL PLANE OF THE NET

Either team may play a ball that breaks the vertical plane of the net. The vertical plane is the width of two wallyballs, one on each side of the net.

PART OF THE BALL CONTACTING AND CROSSING NET

If only part of the ball crosses the net (breaks the vertical plane of the net) and is subsequently hit by an opponent, the ball is considered as having crossed the net. The receiving team has three additional touches of the ball.

PLAYER CONTACT WITH THE NET

A player or any part of his or her body or uniform that touches the net while the ball is in play will be charged with a fault and a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called, unless, the ball is driven into the net with such force that it causes the net to touch the player. If the player touches the net after a spiked ball touches the floor, no fault is to be called.

REACHING OVER THE NET

In returning the ball, a player's arm may follow-through over the net provided he/she first makes contact with the ball on his/her side of the playing court or when the ball is within the vertical plane of the net. Players attempting a block may reach over the net, but they may not touch the ball until an opponent strikes the ball in an attempt to send it into the defensive court. A player cannot block an opponent's set or pass. If an opponent's set or pass (or any played ball) breaks the vertical plane of the net, it is considered a free ball and both teams are entitled to play it.

RECOVERING THE BALL FROM THE NET

A ball driven into the net may be recovered within the limits of the three team hits. If the ball rips the mesh of the net or tears it down, the rally is cancelled and replayed.

CROSSING THE CENTER LINE

A player may step on, but cannot go over the centerline. If a player lands on the center line and intentionally or unintentionally interferes with an opponent, a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called. No part of the body, other than the foot may contact the centerline. If any other body part contacts the centerline, a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called.

BLOCKING

To qualify as a block, the player must be at the net. "At the net" means in close proximity to the net (within an arm length of the net). A blocked ball counts as having crossed over the net. Therefore, if the ball is blocked back into the court of the team that originally hit the ball, that team is allowed three more contacts with the ball.

A block becomes an attack when the player (s) attempting a block "swings" their arm instead of "intercepting" the ball (intercepting a ball using very little arm swing).

- Blocking is the action of a player (s) close to the net to intercept the ball coming from the opponent's side of the net.
- Any player on a 2 or 3 person team may raise his/her hands above his/her shoulders while at the net (within an arms length of the net) and attempts to intercept the ball coming from an opponent's side by making contact with the ball before it breaks the vertical plane of the net, as it crosses the net or immediately after it has crossed the net.
- A block does not count as one of the three successive contacts allowed a team.
- A block is good only if the ball is actually touched by the player attempting the block.
- A player may place his/her hands beyond the net, provided that this action does not interfere with the opponents' play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack hit.
- Multiple contacts of the ball may be made by any player or players taking part in a block and will constitute one contact of the ball. After such contact, the team is allowed three additional contacts to return the ball to the opponent's area. Multiple contacts is legal if, during the blocking action, the ball contacts the hands, arms or other body parts (at or above the waist) of one or more players in rapid succession.
- If the ball touches the top of the net and the hands of an opposing blocker(s), the ball will be considered to have crossed the net and been blocked. After such contact, the attacking team is allowed an additional three contacts of the ball.
- A serve cannot be blocked or attacked.
- When playing with four (4) players, the player in the serving position cannot move to the front row to block.
- When playing with 5 or 6 players, no player from the back row can move to the front row to block.

SETTING THE BALL

A set cannot be blocked.

These rules apply to an overhead set

- The position of the hands during the set is critical. When the hands contact the ball, the lowest part of the hands (generally the thumbs) must be at or above the forehead. At no time during the setting action is the lowest part of the hands to drop lower than the forehead (top of the nose).
- To be considered a good set, the ball may slowly rotate. The setter may set forward, backward, or to the side. The set may land in the opponent's court.
- When setting to the side, both hands should release the ball at the same time.
- While setting, the ball can travel in only one direction after a player contacts it.

MULTIPLE CONTACTS WITH THE BALL BY A PLAYER

A player may not make multiple contacts with the ball except when playing a hard driven spiked ball. If the ball is not held or thrown, then the multiple contact will count as a single contact. For the purposes of this rule, multiple contacts can come from a ball hit directly at a player or from a ball that is spiked off the wall.

MULTIPLE BODY CONTACTS WITH THE BALL

If the ball contacts any two body parts simultaneously, a single contact of the ball will be called. The body parts involved in the multiple contacts must be the waist or any part of the body above the waist.

SIMULTANEOUS CONTACT BY TEAMMATES

If two (2) players on the same team hit the ball simultaneously, one contact with the ball will be called and either player may contact the ball on the next play.

PLAYING TWO OR MORE WALLS

If, on an offensive hit, the ball contacts two or more walls, a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called. However, a team in possession of the ball may cause the ball to make contact with two or more walls on their own side of the net, as long as the ball does not cross over the net before being touched by one of the players on the team in possession of the ball. If the ball crosses the net after contacting two (2) or more walls without making contact with an offensive player, a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called.

MISHANDLED, HELP, OR THROWN BALL

A ball coming to rest in the hands, arms or any other part of the body at, or above, the player's waist, or against the wall(s), will be considered as having been held. The ball must be handled in such a manner that it rebounds cleanly after contact with a player. A **push shot** is done with open hands that originate below a player's forehead. The ball can be propelled over the net in a line that is nearly horizontal to the floor or the ball can have arc on it to land it a deep corner of the court. **This shot is legal in the Recreational Division.**

REQUESTS FOR TIME-OUTS

A request for a time-out may only be called by the team captain and only when the ball is dead. A time-out may not be called once the server calls the score to start play. Each team will be allowed two (2) time-out periods limited to sixty (60) seconds each per game.

SUBSTITUTIONS

Two substitutions per game are permitted. Only in case of injury, can a third substitution be made. A substitution may only be made when the ball is dead and only upon the request of the playing captain.

OUT OF BOUNDS

The ball will be called out of bounds whenever it hits (on a serve, volley or block) the ceiling on an offensive shot (that goes over the net), when the ball hits the back wall on the opponent's side of the court or if the ball contacts two or more walls consecutively.

Wallyball Rules for Kids - 12 and Under (Level 1)

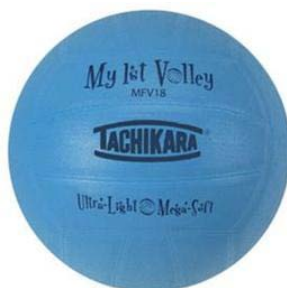
Wallyball is played on a standard racquetball court, so the court dimensions are the same. The dimensions of the court are forty (40) feet (12.1920m) long by twenty (20) feet (6.0960m) wide by twenty (20) feet (6.0960m) high. The court is divided into two equal halves, with a centerline between each side.

The net is three (3) feet wide and extends the entire width of the court. Standard net height (SNH) is measured from the floor to the top of the net and should be the same at the net ends and center. The SNH is seven (7) feet four and a quarter (4 1/4) inches (2.24m). Net tension should be adjusted so that a ball hitting the net rebounds sharply back into the playing area.

The Wallyball Information Network (WIN!) uses the following balls for our Kids Wallyball Program:



The Mikasa Squish ball.



The Tachikara "My First Volley" ball.

BASIC RULES OF THE GAME

NUMBER OF PLAYERS PER TEAM

We recommend 4, 5, or 6 players per team.

NUMBER OF CONTACTS WITH THE BALL

Each team is allowed up to three (3) successive contacts of the ball in order to play the ball.

POINTS SCORED (RALLY SCORING)

A team must serve to receive a point.

Games consist of 15, 18 or 21 points.

In general, matches will consist of the best of two (2) out of three (3) games, or best of three (3) out of five (5) games.

LEGAL SERVICE

The service area extends ten (10) feet from the back wall and runs the entire width of the court.

The ball is put in play by striking it with one hand or with any part of the arm in an attempt to send the ball over the net and into the opponent's court. Net serves are not legal. A served ball may contact a wall on either the serving team's side or the receiving team's side of the net.

In order for the serve to be good:

- The server's foot may not touch the serving line.
- Bouncing the ball before executing the serve is legal.
- The server must say the score before serving. If the wrong score is called, the point will be replayed. If the wrong player serves, the point will be replayed.
- The ball must pass over the net without touching a member of the serving team.
- The ball must not contact the net or net hardware. All hardware that attaches the net to the wall is considered to be part of the net.
- The ball must not contact two or more walls before being played or landing on the floor.
- The ball must not contact the opponent's back wall. The ball must not contact the ceiling of the court.

SCREENING AND PLAYER POSITIONS

- The server cannot move behind another player to hide their actions.
- All offensive players, except the server, will have both feet fully on the ground at the instant the ball is served.
- Players may be in any position on the court. Only the serving order (rotation) must be maintained.

RECEPTION OF THE BALL

- Contact with the ball must be as brief and instantaneous as possible.
- The ball cannot be held, caught or thrown.

BACK WALL IN PLAY OR OUT OF BOUNDS

A team in possession of the ball may cause the ball to bounce off their own back wall. The ball can then be played by another player on their team (as long as they are within the allowed three touches of the ball), or the ball can be bounced off the back wall in a manner that propels it over the net into the opponent's court. In this latter case, if the ball touches a side wall or the opponent's back wall before a member of the opponent's team touches the ball, a two wall violation occurs and a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called.

If the ball hits anything other than the court wall or goes out of the court area it will be replayed.

CEILING IN PLAY OR OUT OF BOUNDS

A team in possession of the ball may cause the ball to bounce off their own ceiling. The ball can then be played by another player on their team (as long as they are within the allowed three touches of the ball). If the team in possession of the ball causes the ball to bounce off the ceiling in a manner that propels the ball over the net into the opponent's court, a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called.

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PLAY AT THE NET

BALL TOUCHING THE NET

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THE BALL PASSING THROUGH THE NET OPENING

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A player on the defensive team is not allowed to stop a ball that is about to pass through the net opening.

PLAYER CONTACT WITH THE NET

A player or any part of his or her body or uniform that touches the net while the ball is in play will be charged with a fault and a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called, unless, the ball is driven into the net with such force that it causes the net to touch the player. If the player touches the net after a spiked ball touches the floor, no fault is to be called.

REACHING OVER THE NET

Reaching over the net is not permitted.

RECOVERING THE BALL FROM THE NET

A ball driven into the net may be recovered within the limits of the three team hits. If the ball rips the mesh of the net or tears it down, the rally is cancelled and replayed.

CROSSING THE CENTER LINE

A player may step on, but cannot go over the centerline. No part of the body, other than the foot may contact the centerline. If any other body part contacts the centerline, a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called.

MULTIPLE CONTACTS WITH THE BALL BY A PLAYER

A player may make multiple contacts with the ball except when the ball is not held or thrown, then the multiple contact will count as a single contact.

MULTIPLE BODY CONTACTS WITH THE BALL

If the ball contacts any two body parts simultaneously, a single contact of the ball will be called. The body parts involved in the multiple contacts must be the waist or any part of the body above the waist.

SIMULTANEOUS CONTACT BY TEAMMATES

If two (2) players on the same team hit the ball simultaneously, one contact with the ball will be called and either player may contact the ball on the next play.

PLAYING TWO OR MORE WALLS

If, on an offensive hit, the ball contacts two or more walls, a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called. However, a team in possession of the ball may cause the ball to make contact with two or more walls on their own side of the net, as long as the ball does not cross over the net before being touched by one of the players on the team in possession of the ball. If the ball crosses the net after contacting two (2) or more walls without making contact with an offensive player, a point will be given to the other team if the other team is serving, or, if the offending team is serving, a side-out will be called.

MISHANDLED, HELD, OR THROWN BALL

A ball coming to rest in the hands, arms or any other part of the body at, or above, the player's waist, or against the wall(s), will be considered as having been held.

SUBSTITUTIONS

Two substitutions per game are permitted when a team has four (4) or less players. Three substitutions per game are permitted when a team has five (5) or six (6) players. Only in case of injury, can another substitution be made.

OUT OF BOUNDS

The ball will be called out of bounds whenever it hits (on a serve, volley or block) the ceiling on an offensive shot (that goes over the net), when the ball hits the back wall on the opponent's side of the court or if the ball contacts two or more walls consecutively.