

The Wallyball Information Network Tournament Guide



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Edited & revised by the WIN! Board of Directors

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Introduction

Welcome To The Wallyball Information Network Tournament Guide

My name is Steve Fuhrman. I've been involved with wallyball since 1981.

I will be taking you through a guided tour on how to setup a wallyball tournament. I have successfully setup and run 50+ tournaments over last 25 years. This includes tournaments at the local, state, regional, and national levels. These tournaments have lasted from two (2) to six (6) days in playing time. The number of players varied from 25 - 175 players. In the past I have worked closely with Wallyball International Inc, the American Wallyball Association, and The Association of United Wallyball Players. Hopefully this guide will help you to run a successful tournament in your area.

It's not uncommon for players to travel to different cities or states to compete in well run tournaments. The key here is *well run* tournaments. Unfortunately, there are some tournaments that aren't *well run*. Today, about 3% of all the wallyball players in the world actually play in organized tournaments. This number was actually much higher a decade ago. The decline could mean that tournaments aren't promoted properly or just aren't *well run*.

A successful tournament will have a variety of individuals involved in setting up the tournament, and each person's role and responsibilities must be well documented.

In this manual you will find a suggested structure that works. Feel free to modify any of the information here to fit your needs. If you need help, please feel free to contact me at Steve@Fuhrman.com

Put in some time up front to properly plan your event and you will be repaid by seeing players return time and time again because you have provided them with such a great time!

Chapter 1

Tournament Committee

Teamwork is very important within the tournament committee. There are a lot of tasks to be accomplished if your tournament is to be a success

Tournament Team Structure and Responsibilities

Tournament Director

The Tournament Director should be experienced in playing in tournaments, and must be familiar with the basic rules of wallyball. This director can play in the tournament if they feel comfortable with their duties. Remember, however, that hosting a successful tournament should be your #1 priority. Hosting a tournament means you will incur some expenses. These expenses will have to be covered, and hopefully you will have sufficient players register to offset these expenses. One way to develop a budget is to set an entry deadline. This will help you to estimate the amount of revenue that the tournament will generate. I usually set a registration deadline of one (1) week before the tournament. If you have players that are traveling a long distance this deadline may need to two (2) or (3) weeks.

- Delegates responsibilities and works with other Directors
- Works with contacts in the area in which the tournament will be held
- Works with the Rules Director (If there is one)
- Ensure courts are set up prior to tournament
- Ensure facility presents good appearance
- Ensure all supplies are on hand
- Arrange for parking
- Answer or find someone to answer all questions from participants
- Develop operating budget
- Overall planning of tournament and "Go To" person

Publicity Director

- Tournament Promotion
- Design, produce, and distribute entry form
- Create and distribute banners/signs/flyers/waiver form
- Create sponsor signs and display them
- Contact local newspapers and advertise
- Obtain sponsors
- Write thank you letters after tournament

Registration Director

- Address and mail forms
- Obtain entry forms received in the mail and record entries
- Account for monies received
- Register late entries
- Order T-shirts
- Order awards
- Hand out T-Shirts
- Hand out other materials as needed to players at registration
- Photograph each team
- Report entries to Day of Event Director prior to each day's event

Day of Event Director(s)

If you do not use a Day of Event Director, all responsibilities listed for them will be added to the Tournament Director's duties. These Directors should be experienced in playing in tournaments, and must be familiar with the basic rules of wallyball. You can get a separate Director for each day. These directors can play in the tournament if they feel comfortable with their duties.

- "Go To" person of the day
- Set up pool play chart
- Set up schedule for referees
- Hold players meeting
- Obtain and post results of each match
- Oversee tournament each day, making all necessary decisions
- Set up playoff brackets

Hospitality and Awards Director

- Place order for food
- Establish location for food to be served
- Make sure to have enough beverages/plates/utensils/cups. Refill beverage container as needed
- Clean up facility each day
- Display awards at facility
- Present Awards

Chapter 2

Tournament Preparation

Registration

This is about the most hectic time of the tournament. The better prepared you are, the smoother it will run. Select an open area for the registration table. This will allow for players to wait in line to register. No player should pass this location before he or she signs in.

Sign In

It is important to have a master list (maybe two) of all the teams. This list should have: team name, division, player's names, contact information, paid/not paid, shirt size, and signed waiver. When all this information is recorded and received, you may proceed to give the players their shirts, rule books, etc.

Shirts

It is very important you count shirts when you receive them and put them in boxes according to sizes. This will help to speed up the sign-in process. Should you run out of shirts and/or certain sizes, start a list with the players name, address, phone number, and shirt size. Order additional shirts (if possible) and ship them after the tournament or, offer a different size or, offer a discount on the entry fee.

Waiver

A Waiver form states that participants relinquish any and all liability for and cause of action for personal injury, property damage or wrongful death occurring to participant arising out of participation.

Absolutely no one can play in a wallyball tournament or league without a signed waiver!

Trophies

The purchase and distribution of trophies is the responsibility of the Tournament Director or whomever the Tournament Director delegates the responsibility to.

Tournament Food

Food is typically a *major* expense. Food donation is a great way to reduce your cost and a great way to advertise. Personally I like having food left over. Players can take some with them to eat later if needed. *Be sure not to run out of food!* I suggest you wait until the day before to buy the fruit. This will give you an indication of how much to buy and will also insure that the fruit is fresh for the tournament day. Oranges, apples, bananas, and grapes are the best for our purpose. Cut the oranges in quarters. Buy small apples. Do not cut the apples. They'll turn brown and no one will eat them.

Provide sandwiches, veggies, or some other form of finger food. Some players may volunteer to bring bars or brownies. Talk to some local businesses in your area. You may find out that they are willing to donate food to help your tournament. *Remember to give your sponsors advertising.*

Tournament Beverage

You will need at least one 5-gallon beverage cooler. A good rule of thumb is one cooler per 25 players. Fill the coolers with Gatorade or Powerade. Check with these companies to see if they will furnish the beverage and cups. The fruit and beverage should be next to each other along with several trashcans. Always have a towel or some type of receptacle under the beverage coolers to allow for spillage. You could ask players to mark their cups to cut down on trash and costs.

Clean-Up

It is the tournament director's responsibility to leave the facility in the same condition it was found. *Clean!!* Have as many trash cans around as possible. Don't let cups, food, and wrappers pile up.

Go around the club every hour to throw away trash. If you do this, it will be a lot easier to clean up at the end. Make sure that you put away any chairs or tables you might have used. Take down all nets if necessary. If this is a multi-day tournament, it's easier to leave the nets up until play is completed. Please check with the facilities.

Lockers and Towels

Most clubs will require a deposit for towels and locks. Be aware of those arrangements so you can brief the players as they sign in.

Emergencies

Please be aware of emergency phone numbers and hospitals in the immediate area. Also, have access to ice machines and/or cold packs.

Accommodations

In case you have teams that have traveled or aren't from the immediate area, it's always nice to be able to recommend to them moderately priced hotels, restaurants and entertainment. If there's a convention bureau or sports commission in the area, work with them. They have great contacts with hotels, restaurants, car rental, etc. With a little homework...players will keep coming back.

Volunteers

The tournament will run a lot smoother if the tournament staff works together. Take the time before the tournament to map out everyone's responsibility.

Players' Meeting

This is the most important part of the tournament. Now is the perfect time to have someone re-do the draw sheets if there have been any changes. First thank the players for participating. Explain any club rules, such as towels, lockers, using pools or equipment, parking, smoking, keeping the club clean, and no black-soled shoes!

You should first ask if there are any players who never have played wallyball or volleyball before. Always go over the basic rules that will be followed. Answer player questions. Have a copy of the rules for everyone to look at. *The most important thing is to follow the rules you say you are following.*

Using an extra tournament draw poster, explain to the players how the tournament will be run. Explain the scorecards and how to use them. It is very important they understand refereeing assignments, turning in scorecards, and most importantly, to have their team ready to play as soon as matches are finished. Emphasize that you will not be calling teams or referees to the courts. It is the team captain's responsibility.

You want to describe the scoring system and the different scoring formats that will be used in pool play and the play-offs.

You should try to keep the players' meeting to thirty minutes. Tell the teams where they are playing or refereeing and where the draw sheets will be located. End the players' meeting by wishing everyone good luck and *to have a good time.*

Chapter 3

Tournament Format

Tournaments consist of “pool play” (round-robin) and “playoffs” (tournament play). After the round robin is completed, either all the teams advance to the play-offs, or the teams with the best records advance to the play-offs. These teams play a single or double elimination format to determine the winner. The Tournament Director will determine the tournament format.

Pool Play

Ideally, pools consist of 5 - 13 teams in the same division. Each pool will play on 2 - 6 designated courts throughout the entire round robin play.

The round robin schedule lists when teams play and which teams referee. Try to play each team in your pool at least once (time permitting).

Depending upon the number of teams you have in a division, a match could consist of one, two, two out of three, or three games. Official wallyball scoring is used where a team can score a point on every rally until it reaches the freeze point (three points less than game point. Examples: freeze point would be twelve in a fifteen-point game or fifteen in an eighteen-point game). Then that team can only score when they serve. The team that is behind will be awarded one more point on a side-out, and then their score will be also “frozen”. They will only be able to score when they serve after they are “frozen”. A team must have a two (2) point advantage to win.

Seeding Teams For The Play-Offs

Depending upon the scoring and play-off format chosen, the top 2, 3, 4, or 5 teams in a pool with the best win/loss record will go to the play-offs.

If there are teams that are tied for play-off or seeding positions, use the following tiebreaker:

1. Best record against each other, if still tied;
2. Total number of points scored, if still tied;
3. One game to 11 points if the teams are tied for a play-off spot - a coin flip if they are tied for a seed position.

Tournament Draw

The first thing to do is to put all the entry forms into their respective divisions. You should try to have at least five teams registered to have a pool. If not, you will have to call the captains and combine those teams into another division. Try to accommodate as many teams as possible.

Next you want to determine how many pools you are going to have. This will tell you how many draw sheets you need to make up. Draw sheets can be drawn to proportion on a standard sized piece of poster board. You should always have a couple of extra drawn up, just in case. A white board can also be used.

Scoring Format

If there is a time problem the scoring formats can be changed at the discretion of the tournament director. Should the pool play run late, change the play-off scoring format to a shorter version. If pool play is ahead of schedule, you may wish to change to a longer format. Teams enjoy playing and we want to accommodate them, but on the other hand, try to end tournaments at a reasonable time. Use your discretion.

Referees

Referees have always been a problem for play-offs. Teams seem to disappear once the round robin play is over. Anticipate this problem and link people up to help referee the play-offs when the round robin is just winding down.

Equipment And Set-up

It is very important to arrive at the club early to set up the nets and put down the service lines. If possible, try to do all of this the night before so you can concentrate on player registration and the players' meeting.

The nets should be at the correct height and as tight as possible. This will allow for more play off the net.

Balls should be inflated to 3-4 lbs. And feel firm but not hard. If you can, try to obtain a hand pump and needle valve. Check ball pressure each day of the tournament.

Tables Of Round Robin Schedules rev 1

(teams that are not playing will referee)

4 Team Round Robin (2 courts)

1 vs 2
3 vs 4
1 vs 3
2 vs 4
2 vs 3
1 vs 4

7 Team Round Robin (3 courts)

3 vs 6
1 vs 5
2 vs 7
5 vs 7
2 vs 4
1 vs 3
4 vs 5
3 vs 7
2 vs 6
3 vs 4
1 vs 2
5 vs 6
1 vs 7
4 vs 6
2 vs 5
2 vs 3
6 vs 7
1 vs 4
1 vs 6
3 vs 5
4 vs 7

8 Team Round Robin (4 courts)

1 vs 2
3 vs 4
5 vs 6
7 vs 8
6 vs 8
5 vs 7
2 vs 4
1 vs 3
4 vs 5
1 vs 8
3 vs 7
2 vs 6
3 vs 6
2 vs 7
1 vs 5
4 vs 8
1 vs 7
4 vs 6
2 vs 5
3 vs 8
2 vs 3
5 vs 8
1 vs 4
6 vs 7
4 vs 7
1 vs 6
2 vs 8
3 vs 5

5 Team Round Robin (2 courts)

1 vs 2
3 vs 4
4 vs 5
2 vs 3
1 vs 3
2 vs 5
3 vs 5
1 vs 4
2 vs 4
1 vs 5

6 Team Round Robin (3 courts)

1 vs 2
3 vs 4
5 vs 6
4 vs 6
2 vs 5
1 vs 3
3 vs 5
1 vs 4
2 vs 6
2 vs 3
1 vs 6
4 vs 5
1 vs 5
3 vs 6
2 vs 4

Download more Round Robin Tables, Draw Sheets, or Score Cards:

<http://www.wallyball-info.com/Documents.html>

WIN! Basic Wallyball Rules

[NOTE: The following rule summaries have been taken from the WIN! Official Wallyball Rule Book. Please consider them only as summaries, not as the official rules.

Scoring

- Matches will consist of the best of two out of three games, or best of three out of five games.
- Every time the ball is served, a point is scored by the winning team, except when the score for both teams is frozen (Speed Scoring). 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, standard side-out volleyball scoring will apply, and either team can score points only when serving.
- The "freeze point" is three points less than the number of points needed to win a game.
- A team must win by two points.

Team and Players

- Each team will be composed of two, three or four players.
- Women can play in a Men's division. Men cannot play in a Women's Division
- In four-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.
- Men and women will alternate service in four-person play.

The Serve

- The serving area is three feet from the back walls, extending across the entire width of the court.
- A player may put spin on a serve. A player 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. A good way of looking at a serve 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).
- A paintbrush shot is executed by contacting the ball in such a manner that the ball rolls along the hand, thus giving the ball spin. The action of the ball rolling along the hand is the illegal part. It's considered a throw, and throws are illegal in any rulebook. A paintbrush hit is not legal.
 - The ball must pass over the net without touching a member of the serving team.
 - The ball cannot contact the net or net hardware, two or more walls before being played or landing on the floor, the opponent's back wall or the ceiling of the court.
 - A serve that is attempted before the referee calls the score will be canceled and replayed.
 - No part of the server's body can be in contact with the service line until after the serve
 - A jump serve is legal.
 - Players must maintain the original serving order throughout the game
 - No members of the serving team may block the server 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 may not deliberately switch their positions to block the server from the view of the opposing team.
 - In two or three person play, players may be in any position on the court. Only the serving order (rotation) must be maintained.
 - In four-person play, players must be in their designated serving positions. After the service, players may move to an alternative offensive or defensive position.
 - When receiving the serve, you must bump the serve – setting or attacking the serve is not legal.

Play at the Net

- A ball (other than a served ball) that touches or rebounds off the net or net hardware may be played.
- If only part of the ball crosses the net (breaks the vertical plane of the net) and is hit by an opponent, the ball is considered as having crossed the net. The receiving team has three additional touches of the ball.
- A player may not touch the net while the ball is in play
- 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.
- A player may step on, but cannot go over the centerline. Only a foot can touch the centerline.

- A ball that breaks the vertical plane of the net may be played by either team. If a player makes contact with a ball in the vertical plane, the player must contact the portion of the ball that is on their side of the net.
- The Vertical Plane is the playing area above the net. It is the width of two (2) wallyballs. One on the defensive side of the net, and the other on the offensive side.
- 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.

Playing the Ball

- Each team is allowed up to three successive contacts of the ball in order to play the ball.
- A player may not make multiple contacts with the ball except when playing a hard driven spiked ball. 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.
- A block does not count as one of the three allowed touches of the ball by a team.
- If, on an offensive hit, the ball contacts two or more walls 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.
- 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.
- A player may put spin on a hit. A player can put spin on their hits 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. A good way of looking at a serve 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).
- A paintbrush shot is executed by contacting the ball in such a manner that the ball rolls along the hand, thus giving the ball spin. The action of the ball rolling along the hand is the illegal part. It's considered a throw, and throws are illegal in any rulebook. A paintbrush hit is not legal.

Blocking

- Any player on a 2 or 3 person team may block 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 player can only block a ball that has been spiked or is being sent over the net. A player cannot block a pass or set. A block does not count as one of the three successive contacts allowed a team.
- To qualify as a block, the player must be at the net and have their hands above their head.
- A team may attempt a block if a player on the attacking team spikes the ball, the opponents have made three contacts on the ball and if the ball falls near the net but no player on the attacking team can reasonably make a play on the ball.
- A served ball may not be blocked or spiked.
- Players may not climb the wall(s) to make a play on the ball.
- 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.
- 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.
- 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.
- 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 blocker may not redirect a ball during a block by rotating the wrists to cause the ball to return to the offensive court at a location selected by the blocker.

Dinking

- 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:
 - a. Using the knuckles of the hand
 - b. Using the closed fist
 - c. Using the back of the hand
 - d. 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.

During Play Faults

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

- a. The ball is touched more than three (3) consecutive times by a team.
- b. The ball touches the ceiling on the opponent's side.
- c. The ball is hit over the net and it hits two (2) or more walls consecutively.
- d. The ball is hit over the net and it hits the back wall on a fly or volley.
- e. The ball hits the floor on the court.
- f. The ball is hit twice by the same player consecutively.
- g. A player touches the net while the ball is in play.
- h. A player crosses the centerline.
- i. The ball contacts a player below the waist.
- j. A player illegally handles the ball, such as holding, throwing or pushing.
- k. The ball lands outside the court or in the spectator's gallery. (Replay)
- l. A personal penalty is called on a player.
- m. An illegal block is attempted.
- n. Players purposely distract the opponents.
- o. A player illegally assists a teammate.
- p. A defensive player attempts to block or spike the serve.

Miscellaneous Notes from the Wallyball Information Network

- 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:
- Men and women will alternate service in four-person play.
- 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 the ball is blocked by a male player, a second male player may hit the ball back into the opponent's court without having a female touch the ball.
- Teams are separated into pools playing each other once or twice during the round-robin. Teams are ranked according to their win/loss record. This is called a "Tournament Seed".
- After the round-robin is finished, teams are placed in a tournament bracket according to the tournament seed (Win/Loss record). Team will then play matches according to the tournament bracket. This is called the "playoffs" or "tournament play".
- When assigning referees to matches, try to follow these guidelines:
 1. Use a Certified Wallyball Referee.
 2. Referees should be able to play at the level of the match that they are assigned to ref.
 3. Use two (2) refs whenever possible.
- A blocker may not redirect a ball during a block by rotating the wrists to cause the ball to return to the offensive court at a location selected by the blocker.
- The Vertical Plane is the playing area above the net. It is the width of two (2) wallyballs. One on the defensive side of the net, and the other on the offensive side.
- League or Tournament Directors may use their discretion in deciding how to implement these rules in their league or tournament. In addition, League or Tournament Directors may change rules slightly in order to meet their specific circumstances.
- The League or Tournament Director is responsible for assessing the skill levels of a team. If a team is in the wrong division, the Tournament Director may move them to the proper division.