



## **Basic Wallyball Rules**

11/2009

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.

### **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 tapped in a cushy 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.

### **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.

### **BLOOD RULE**

If and when someone observes that a player is bleeding, has an open wound, or has an excessive amount of blood on his or her uniform, the player will be directed to leave the game. The injured player is not to return until the bleeding has stopped, the open wound is covered, and excessively bloody uniform is changed.

### **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.

- Earrings must be removed. Taping of earrings is not permitted, regardless of reason.
- Braided hair with beads must be secured so that it will not present a hazard to the player, teammates, or opponents.
- Wearing a hard cast is prohibited on any part of the body.
- 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.
- The wearing of an “air-filled” type cast on the lower extremities of a protective type knee brace is permissible provided there are 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.
- “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.
- Players may wear gloves only if their hand is injured and/or blood is present.
- Players cannot use excessive tape on their hands.

## **NUMBER OF PLAYERS**

Each team will be composed three (3) players.

## **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.

## **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.

## **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.

## **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.

## **POINTS SCORED**

For this event, a team must serve to get a point.

## **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. 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. 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). 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. All hardware that attaches the net to the wall is part of the net. 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. 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. A serve that is attempted before the referee calls the score will be canceled and replayed.

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.

## **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.

## **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 three (3) person play, players may be in any position on the court. Only the serving order (rotation) must be maintained.

## **BALL TOUCHING THE NET**

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

## **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.)

## **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.

## **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.

## **RECEIVING THE SERVICE**

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 overhead set).

## **PLAYER CONTACT WITH THE NET**

A player or any part of his or her body (other than the players hair) 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 (Hair does not count as a body part). 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.

## **SIMULTANEOUS NET CONTACT BY OPPONENTS**

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

## **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.

## **BALL DIRECTLY ABOVE THE VERTICAL PLANE OF THE NET**

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.

## **THE HONOR CALL**

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

## **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.

## **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.

## **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.

**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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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. "Close to the net" means generally within approximately an arms 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. 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.

## **BLOCKING AND SPIKING THE SERVE**

A served ball may not be blocked or spiked.

## **CLIMBING THE WALL**

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

## **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.

## **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.

## **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.

## **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.

## **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.

## **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.