

Additional Rule Clarifications for the Recreational Player

1/09

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

BASIC RULES OF THE GAME

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. 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 five (5) 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.
- 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.

RECEIVING THE SERVICE WITH AN OPEN HAND FINGER PASS

The service may be bumped, set, or passed.

RECEPTION OF THE BALL

Contact with the ball must be as brief and instantaneous as possible.

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 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. The ball must be handled in such a manner that it rebounds cleanly after contact with a player. Throwing, scooping, lifting, 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 in the Recreational Division.**

BLOCKING

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. A set cannot be blocked.

Re-Directing the ball when blocking: At the instance of contact with the ball, a blocker may not re-direct 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 (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).

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. 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.

SETTING THE BALL

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 (not spin) forward or backward. 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.