WALLYBALL RULES

Each player is responsible for presenting a current UNC ONE CARD or valid government ID at game time.

GAMES RULES:

1. Wallyball is volleyball played on a racquetball court (Fetzer courts) and features playing the ball off the walls. The net is placed across the court over the racquetball short line. Net height is 8' for all levels of play.

2. The official ball is a blue rubber-coated ball made specifically for wallyball. In the absence of the "official" ball, a regulation volleyball may be used.

3. Teams consist of 4 players (2 men and 2 women in Co-Rec play); a team may play with as few as 3 players. Unlimited substitutions may be made on any dead ball; however, the substitute must assume his/her replacement's position in the serving order. Players do not have to change position (rotate) on the court but must rotate in the serving order.

4. Every time the ball is served, a point is scored by the team winning the point (rally scoring).

5. The games will be played to 21 (rally scoring) best of three you must win by two.

OUT OF BOUNDS: The ball shall be called out of bounds whenever it either hits the ceiling or back wall (on the fly) on the opponent's side or goes over the net after hitting two or more walls consecutively.

- The ball may hit two or more walls consecutively, including the back wall or ceiling, provided the same team hits the ball before and after the consecutive wall hits.
- The back wall is in play on the side of the team that is returning the ball provided a player on that team touches the ball before it hits the back wall. (A ball may legally rebound off a player, hit his/her back wall, and go directly over the net to the opponent's side as long as it does not strike a second wall.)
- The ceiling is in bounds on the side of the team that is returning the ball. Provided a player on that team touches the ball first AND there is a hit remaining in which to return the ball to the opponent's side. The ball may NOT legally rebound off a player, hit the ceiling and go over the net to the opponent's side.
- The side wall is in bounds at all times, as long as the ball does not strike a second wall consecutively.
- If the team on the same side as the spectator area is playing the ball, a ball that is hit out of the court (into the spectator area) on the first or second hit shall be replayed. If hit out of the court on the third hit, it is declared out of bounds; point or side-out is awarded. If the team opposite the spectator area hits it out on any of it hits, it is out of bounds; point or side-out is awarded.

6. There is no 10-feet spike line and no center line.

- In 2-man and 3-man, all players are eligible to spike/block. In 4 man, the server and the defensive player who just served may not spike/block.
- A player may go under the net and into the opponent's court provided she/he does not interfere with play.
**DINKS:** A player may not dink the ball with an open hand. Players must use a closed fist, knuckles or “cobra” (extended stiff fingers) shot.

7. The serve is decided by a coin toss. The team that wins the toss has the choice of first serve or side of court. Teams switch sides after the first game; the team that received first in the first game shall serve first in the second game. If a third game is necessary, the team with the most combined points will serve the third and final game. Teams switch sides when the first team reaches 8 points.

8. Each team is allowed one time-out of 30 seconds per game.

**SERVICE**

1. A serve must be cleanly hit and airborne when contacted.

2. The ball must be served with at least one foot clearly behind the imaginary service line, 3 feet from the back wall and extending from one side wall to the other.

3. The serve is good if the ball passes over the net without touching a member of the serving team or the net. A served ball that hits a side wall (on either the serving team's side or the receiving side) is good, provided the ball contacted only one wall (and not the ceiling or either back wall) before landing in the opponent’s court.

4. A serve that touches the net is out.

5. The serving order established at the beginning of a game must be followed throughout that game.

**PLAYING THE BALL**

1. A team is allowed up to 3 successive contacts with the ball in order to play the ball over the net and into an opponent’s court. (Neither a block nor a ball striking a wall counts as a hit.)

2. A player shall not make successive contacts with the ball except when playing a hard driven spiked ball. Successive contact with a spiked ball shall count as one attempt to play the ball. Such successive contact may legally occur after a block or the ball has rebounded off a wall.

3. If two players on the same team hit the ball simultaneously, it shall count as one hit and either player may contact the ball on the next hit.

4. As in regular volleyball, breaking the plane of the net on a block is legal, provided that the attacking team has contacted the ball 3 times AND the spiker contacted the ball prior to the blocker, AND the ball travels in the proximity of the net but no player on the attacking team can reasonably make a play on the ball.

5. It is legal to block a serve.

6. It is illegal to climb the wall or use a teammate to gain any advantage in making a play on a ball.

7. An attacking player may follow through and reach over the net, provided the first contact is initiated on his/her own side.

8. A ball may be recovered and played from the net.
CO-REC RULES

1. Co-Rec teams must have a minimum of 1 man/woman and maximum 2 women/men on the court at all times. At no time are 3 players of the same sex allowed on the court for one team.

2. There are no other special restrictions regarding Co-Rec play.

Other rules: Rules not covered in the aforementioned will be governed, first by the official rules of Wallyball International, Inc. and second by official USVBA rules.