

Equipment

Shoes: Each player must wear athletic shoes. They must be non-marking.

Jerseys: All individuals participating in Intramural Wallyball must wear a shirt or tee shirt. It is recommended that each team's shirts be of the same color.

Illegal Equipment: Absolutely NO JEWELRY, hats, metal barrettes, or anything that would be injurious to participants is illegal to wear.

Game Regulations

Players: An official team shall consist of four (4) players. A minimum of two (2) players must be present start, and continue the game and avoid a forfeit.

Substitutes: A team may substitute only during a dead ball. The new player must take the original player's place in the rotation. Unlimited substitutions will be permitted.

Game Length: A match shall consist of the best two out of three games with a 40 min max time limit. If it is in the third game when the horn sounds, the team ahead will be declared the winner. There will be no time outs other than for injuries. Momentary time outs will be allowed for substitutions.

Overtime: If it is in the third game and the score is tied when the horn sounds, a one point overtime will be played to determine the winner.

Scoring: The first team to reach 21 points is the winner (no cap, win by two). A point will be scored by rally point on each and every service. The third game will be played to 15.

Officials: Games are non-officiated, but an IM staff member will be present to assist in any rule interpretations. Teams are encouraged to make judgments among themselves prior to involving an Intramural Supervisor.

Playing Area: All Intramural Wallyball games will be played on the Lower Racquetball Courts of the RSC. Assigned courts will be scheduled.

Official Game: In the event of inclement weather during the regular season, if a game has reached halftime, it is over and the score is official. If the game has not yet reached halftime, it is considered a cancelled game and will not be counted toward playoff qualification. Cancelled games will only be made up if space and time permits.

Sport Specific Rules

Out of Bounds: The ball shall be called out of bounds whenever it hits the ceiling or back wall on the opponent's side or two or more walls consecutively on a serve, volley, or block which crosses the net.

Back Wall & Ceiling In-Play or In-Bounds: The back wall and ceiling is in play only on the side of the team that is returning the serve or volley, provided a player on that team touches the ball first.

Hitting the Ball Out of the Court Area: Any time the ball is hit outside the court area (i.e. into the spectator's gallery or an adjacent court) on the first or second hit or volley, the ball shall be declared dead and the point replayed. No loss of point or serve will be called. However, if the ball is hit into the spectator's gallery on a third hit or volley, a point or side-out will be called. If the ball touches the opponent's ceiling before leaving the court area, the ball will be called out of bounds and a side-out declared (loss of point or serve).

Legal Service: The player in the back position 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 and into the opponent's court. 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 wall on either the serving teams or the receiving side is good provided the ball contacted only one wall before landing in the opponent's court.

Player Contact with the Net: A player or any part of his body or uniform that touches the net while the ball is in play shall be charged with a fault, unless the ball is driven into the net with such force that it causes the net to touch a player.

Reaching Over the Net: In returning the ball, a player may follow-through over the net, provided he first makes contact with the ball on his side of the playing court. Players attempting a block may reach across the net but shall not contact the ball until an opponent strikes the ball in an attempt to send it back into the opponent's court.

Crossing the Center Line: A player may cross over the center line provided he does not touch the net or interfere with an opposing player. If a player crosses the center line and interferes with an opponent, the players shall declare a side-out or loss of service depending on which team committed the fault. A double fault will be called and the point played when opposing players contact the net simultaneously.

Number of Contacts with the Ball: Up to three (3) successive contacts with the ball is allowed by each team in order to play the ball over the net and into an opponent's court.

Contacting the wall does not count as a set or play. Any player that makes contact with the ball shall be considered as having played the ball.

Successive Contact: 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. A player who participated in a block and makes only one attempt to play the ball during the block, may make successive contact with the ball during such play even though it is not a hard driven spiked ball. Players participating in a block may participate in the next play; this second contact shall count as the first of three hits allowed a team. Any part of the body including or above the waist can hit the ball simultaneously so long as the ball rebounds quickly after such contact.

Playing Two or More Walls: Contacting two or more walls with the ball is allowed only by the team in possession of the ball provided a player on that team touches the ball first. If the ball crosses the net after contacting two or more walls without making contact with a player, a side-out or loss of serve will be called.

Blocking: A team may attempt a block if a player on the attacking team serves or spikes the ball, the opponents have made three contacts on the ball, or the ball falls near the net but no player on the attacking team can reasonably make a play on the ball.

Climbing the Wall to Block: Climbing the wall to block a set or serve is illegal.

Deflecting the Ball Off the Back Wall: If a player contacts the ball in such a manner that the ball deflects off the back wall on his side of the court and goes over the net, the ball shall be considered good.

Dinks: A player cannot dink the ball with an open hand. They must use a closed fist or the knuckles.

Co-Rec Modifications

Players: The number of players will be four (4) (two (2) males and two (2) females). If a team has three (3) players they may have a combination of two (2) males and one (1) females or *visa versa*. A team may play with as few as two (2) (one (1) males and one (1) females).

Spiking: Males may not spike or drive a ball directly to the floor. Each return by a male must have a slight arch. Females may spike.

Contacts by Team: The ball may be contacted a total of three times by a team in order to return the ball to opponent's area. A team that contacts the ball more than once must have a female contact the ball at least once during the volley.

Basic Policies

Rescheduling: All requests to reschedule must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. When rescheduling, both captains (or their representative) must come into the office to complete the rescheduling request form. Captain contact information is available online for your convenience in rescheduling.

Cancellation: Any team knowing in advance that they will be unable to play in a scheduled match may request to cancel and take a loss. All cancellation requests must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. The Intramural Sports Office **must** be contacted when cancelling a game to avoid the forfeit charge.

Forfeit: GAME TIME IS FORFEIT TIME! A team must report to the game site and be "ready to play" with the minimum number of players to avoid a forfeit. "Ready to play" means checked in with the proper game equipment and on the field/court ready to begin play at the scheduled game time. It is advised that teams show up 15 minutes prior to their scheduled start time. The Intramural Sports Staff will be responsible for calling a forfeit. A \$20 charge will be assessed to the captain of the forfeiting team and teams will be dropped from the league after two no-show forfeits.

Protests: Rule interpretation protests must be declared immediately after the play in question. Team captains must announce this to the official/supervisor and the Protest Form must be filed to the Intramural Sports Department no later than 12:00pm the following business day. Rulings involving official's judgment may NOT be protested. Player eligibility protests must also be filed before 12:00pm the following business day of the game in question.

Sportsmanship: Teams/Participants must receive an average 2.75 sportsmanship rating during league play to be eligible for playoffs. (A=4; B=3, C=2; D=1; E=0) Ratings will be given by officials for officiated sports and supervisors for self-officiated sports.

Conduct: All participants are expected to play according to the rules of the Division, Intramural Sports, and University Regulations. The staff of the Division of Recreational Sports reserves the right to penalize individual participants and/or teams for fighting or other unsportsmanlike conduct. Any individual or team that has or is consuming alcohol is subject to an automatic forfeiture. Since the use of alcohol is unsportsmanlike conduct, the Intramural Supervisors and Officials have the right to eject the player(s) or team and may forfeit the contest to the opponent. In addition, cases involving physical abuse of or between participants and/or spectators may be referred to the Office of the Dean of Students for possible action.

Inclement Weather: During league play and/or playoff games, a game "under play" may be called due to inclement weather or mechanical failure of the lights. Situations that would warrant calling games due to inclement weather would be lightning and thunder, tornado warnings and conditions that would be deemed injurious to participants if they continued to play. The Intramural Supervisor will have the responsibility

for calling games due to inclement weather or light failure. Games that are called prior to starting by the supervisor will be re-scheduled (if time permits) by the Intramural Staff. These games will be re-scheduled by the Intramural Staff the next regular office day and notices of the re-scheduled games will be posted. Participants should call the Weather Hotline (494.3131) for updated game information.

Scorecard: Prior to each game, all players must sign in on the official scorecard. The game officials will then verify each player's identity by checking the players ID. All participants must display their valid Purdue University ID in order to participate. **NO ID, NO PLAY! (NO EXCEPTIONS)** An individual whose name appears on the official scorecard will be considered as having played in the contest. Late arriving players must have their name added to the scorecard upon arrival by an official before they may participate.

Eligibility: A participant may play for only one team. They may play on two teams if one of the teams is a Co-Rec team. For more eligibility policies please see the link below to the Intramural Sports Handbook.

More Policy Information: For additional information please review the Intramural Sports Handbook online at:
www.purdue.edu/recsports/programs/imsports