SECTION 1. LEAGUE FORMAT

I. League Overview
   A. The league will consist of three (3) regular season games.
   B. Participants will be able to choose which day of the week and what time they play their regular season games via imLeagues.

II. Playoff Format
   A. Following league play, a single elimination tournament will be played.
   B. Team rankings will be based on season performance and sportsmanship ratings.

III. Location
   A. Games will be played in the CREC’s lower racquetball courts.
   B. Teams will have a designated court assignment.
      i. This assignment can be found online.
      ii. Please contact an intramural supervisor if you need assistance locating your playing location.

IV. Supervision
   A. No officials will be present.
      i. Players are responsible for making their own calls.
      ii. It is recommended that any disagreements should be determined by a replay of that point.
   B. An intramural supervisor will provide oversight and aid with operations of the sport.
      i. Please alert the intramural supervisor if assistance is needed.
      ii. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE.
      iii. GAME TIME IS FORFEIT TIME!
         a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
         b. All participants must be registered and on the appropriate team roster in IM Leagues in order to check-in with the Intramural Supervisor.
         c. “Ready to play” includes having the proper game equipment and at the court ready to begin at the scheduled time.

V. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:
      i. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
      ii. Use of the facilities under the influence of alcohol or drugs is also prohibited.
   B. The Intramural Staff will strictly enforce these policies.

SECTION 2. THE GAME

I. Brief Overview
   A. Teams are allowed three (3) hits per rally; the ball must cross over the net after the third hit.
      i. (Co-Rec Modification) A team that contacts the ball more than once must have both genders contact the ball at least once during that rally.
   B. Spiking is permitted.
i. **(Co-Rec Modification)** Men CANNOT spike the ball in Co-Rec divisions. Each return by a male must have a slight arc.

ii. **(Co-Rec Modification)** Men may still block.

C. Kicking is permitted.

D. The back wall and ceiling are only in play for the side that is returning a serve or volley (see Section 8).

E. A team may hit the ball over the net that bounces off of up to one (1) wall (see Section 8).

II. The Court

A. The playing court has the dimensions 20 feet wide by 40 feet long by 20 feet high

B. Nets

   i. The top of the net will be no higher than eight (8) feet from the floor.

   ii. Nets are three (3) feet in height.

III. Beginning Play

A. The Intramural Supervisor will assist teams with court assignments.

B. Captains’ Meeting

   i. Prior to the start of play, each team’s captain will be required to meet with the Supervisor.

   ii. Follow the Supervisor’s instructions and ask any desired rule clarifications at this meeting.

C. Coin Toss

   i. After the warm-up period, a coin toss or even/odds game will determine first serve.

   ii. Upon completion of the toss/game, players will assume their respective positions and play will begin.

SECTION 3. EQUIPMENT

I. Equipment Provided

A. Wallyball nets and an indoor wallyball will be provided.

B. Players may use their own indoor wallyballs if both captains and the Intramural Supervisor agree prior to play.

II. Illegal and Required Equipment

A. Players must wear non-marking athletic shoes.

B. Attire

   i. Players must wear athletic shorts or pants and shirts.

   ii. Jeans are not permitted.

C. No jewelry, baseball hats, wristbands, watches, rings, or anything that would be considered potentially harmful may be worn.

D. No cast or brace with an outermost layer composed of exposed metal, hard and/or sharp plastic or other material will be permitted. These braces and casts must be covered by a standard sleeve or other soft, pliable material in order to be permitted.

III. Recommended Equipment

A. Eye guards are recommended but not required.

SECTION 4. PLAYERS

I. Team Composition

A. An official team shall consist of four (4) players on the court.

B. **(Co-Rec Modification)** Teams must have at least one (1) person of each gender on the court.

II. Minimum Team Requirements

A. Games may be started with a minimum of two (2) players.

B. **(Co-Rec Modification)** Teams with only two (2) players must have one (1) male and one (1) female.
C. Once the game has started, it may **not** be continued with fewer than the minimum number of eligible players on either team. If a team has fewer than the minimum number of eligible players due to any reason, including, but not limited to: a player being required to complete documentation due to misconduct, an injured player being attended to or no longer able to continue, the game shall be terminated and a default (results in a loss) shall be declared.

III. Rotations
   A. Each time a team wins the serve, the team must rotate one position clockwise before serving.
   B. Once a rotation order has been established for that set, it should not be altered – aside from substitutions – for the duration of that set.
   C. Any positioning violations result in a loss of that point.

IV. Substitutions
   A. Teams may substitute only during dead ball situations.
   B. An unlimited number of substitutions may be made throughout the match.
   C. The substituted player must enter the same spot as the player leaving the rotation.
   D. Players arriving late must first sign in with the Intramural Supervisor before entering play.

SECTION 5. TIMING

I. Time Limit
   A. A 40 minute time limit will be enforced by the Intramural Supervisor.

II. Time Outs
   A. Teams will not receive any time outs.
   B. Injury time outs may be determined only by the Intramural Supervisor.

III. Overtime
   A. When the time limit is called during the regular season there will be NO overtime.
   B. The match score will be recorded as follows:
      i. If in game 2, the winner of game 1 will receive the win with a score of 1-0
      ii. If in game 3, the team with the most points in that game will receive the win with a score of 2-1
      iii. If in game 3 and the game score is tied a match score of 1-1 will be given
   C. **Playoff Modification**
      i. Matches are played with no time limit. See Section 6.1 on how to win a match.

IV. Official Game
   A. If at least one (1) game has been completed and inclement weather stops play, the game will be over and its score will be considered official.
   B. If at least one (1) game has not been completed and inclement weather stops play, the game will be considered cancelled.
      i. Cancelled games will not count toward playoff qualification.
      ii. Cancelled games will only be made up if time and space permits.

SECTION 6. SCORING

I. Winning the Game
   A. Matches shall consist of a best two (2) out of three (3) games.
   B. Rally scoring is in effect.
   C. In the first and second games, the first team to score 25 points will win the game.
      i. Teams must win by at least two (2) points.
ii. Should a team reach 25 points and not be ahead by two (2) points, the winner will be the first team ahead by two (2) points or the first team to reach 30 points.

D. If a third game is necessary, the game will be played to 15 points.
   i. Teams must win by at least two (2) points.
   ii. Should a team reach 15 points and not be ahead by two (2) points, the winner will be the first team ahead by two (2) points or the first team to reach 20 points.

II. Rallies
   A. Teams are allowed three (3) hits per rally; the ball must cross over the net within 3 hits.
      i. Should a team commit a clean block, the block will not be considered one (1) of their three (3) contacts to get the ball over the net.
      ii. (Co-Rec Modification) A team that contacts the ball more than once must have both genders contact the ball at least once during that rally.
   B. Play continues until:
      i. The ball contacts the playing surface.
      ii. A team contacts the ball too many times in a given possession.
      iii. An illegal hit or illegal serve occurs (see Section 7 and Section 8).
      iv. Contact with the net occurs by a player.
      v. The ball contacts two (2) or more walls consecutively on a serve, volley, or block that crosses the net (see Section 8).
      vi. The ball illegally contacts the back wall (see Section 8).
      vii. (Co-Rec Modification) A team contacts the ball more than once without a player from each gender contacting the ball before it passes over the net.
   C. A player may hit the ball twice during each rally as long as another player contacts the ball in between hits.
   D. Balls landing on the boundary lines are considered in play.

III. Replays of Points
   A. Should a ball from another court impede the current game’s progress, the point shall be replayed with the serve returning to the team serving prior to the impediment.
   B. Should a ball from the current game enter another court, the point shall be replayed with the serve returning to the team serving prior to the ball’s exit.

IV. Mercy Rule
   A. There will be no mercy rule scores.

V. Forfeit Score
   A. In the event of a forfeit, a score of one (1) game to zero (0) will be given.

SECTION 7. SERVING

I. Serving
   A. The server may serve from any location along the back wall.
   B. Let serves are permitted.

II. Legal Serve and Return
   A. The serving side:
      i. May hit one (1) wall during the serve on either side of the net provided that the ball still goes over the net and does not contact more than one (1) wall.
      ii. May not hit the ball with both hands.
      iii. May hit the net on the serve.
   B. The returning side may not block or spike a serve.
SECTION 8. WALL PLAY, LEGAL, AND ILLEGAL CONTACTS

I. Wall Play
   A. The back wall and ceiling are only in play for the side that is returning a serve or volley.
      i. The team returning a serve or volley may hit the ball off of any number of walls.
      ii. Should a team hit a ball over the net that contacts the back wall or ceiling before contacting
         an opponent, the point and serve is awarded to their opponents.
      iii. A player may, however, hit the ball to their opponents directly off of their own back wall
         provided that it is the only wall that the ball contacts.
   B. A team may hit the ball over the net that bounces off of up to one (1) wall.
      i. Should a team hit a ball over the net that contacts two (2) or more walls before contacting an
         opponent, the point and serve is awarded to their opponents
      ii. A team returning a serve or volley may hit it off of any number of walls provided that they
         contact the ball again before hitting the ball over the net.

II. Legal Contacts
   A. The ball may be hit by any part of the body, including the foot, as long as it is a clean hit.
   B. The ball can contact any number of parts of the body providing the contacts are simultaneous and
      that the ball is not held but hit and rebounds clearly.
   C. Spiking is permitted.
      i. *(Co-Rec Modification)* Men CANNOT spike the ball in Co-Rec divisions. Each return by a
         male must have a slight arc.
      ii. *(Co-Rec Modification)* Men may still block.

III. Illegal Contacts
   A. The ball cannot come to rest momentarily on a player’s hands or arms.
   B. Scooping, lifting, pushing and carrying the ball is illegal.
   C. Double contact is not permitted.
      i. A player contacting the ball more than once with whatever part of the body without any other
         player touching the ball between these contacts will be considered an illegal double hit.
      ii. This does not apply to blocks.
      iii. This does not apply to the first team contact after a serve.

SECTION 9. NET PLAY

I. General Net Play
   A. A ball, other than the serve, may be recovered from the net provided the players’ avoid touching the
      net.
   B. When reaching over the net, a player may follow through over the net provided that they initially
      contact the ball on their side of the net.
   C. Player(s) in the act of blocking may reach across the net but may not contact the ball until their
      opponent has first contacted the ball.
   D. Should a player contact the net, the point and serve shall be awarded to the opposing team.

II. Crossing the Center Line
   A. Player(s) may reach under the net to retrieve a ball that is currently in play by their team.
   B. During play, any part of a player’s foot may touch the center line.
      i. A foot that is completely over the center line and touching the opponent’s side of the court is
         considered illegal.
   C. Any part of a player’s body may be in the air below the net and beyond the center if they do not
      interfere with the opponent’s play by touching the ball or an opponent.
SECTION 10. SPORTSMANSHIP

I. Minimum Rating
   A. Teams must receive an average of 2.75 sportsmanship rating during league play to be eligible for the playoffs.
   B. Sportsmanship ratings will range between 0-4 with detailed explanations available in the Participant Handbook Article 9: Sportsmanship and Player Conduct

II. Supervisor
   A. The game’s Intramural Supervisor will determine sportsmanship ratings for each of the match’s players.

SECTION 11. PROTESTS

III. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Policies Information for more details), the game may be played under protest.
   B. Please contact the intramural supervisor to file a protest form.

IV. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Rulings involving judgment MAY NOT be protested.
   C. Team captains must announce this protest to the intramural supervisor and both captains will be required to fill out information on the protest form.