Any intramural rules or policies not mentioned here can be found in the Intramural Handbook. By participating in Intramural Sports, the participant agrees to abide by all intramural rules and policies.

1. Officiating and Playoffs

1.1 Intramural wallyball is self-officiated. The non-offending team is responsible for calling any fouls.
1.2 In order to qualify for playoffs, teams must have zero forfeits –OR- have paid a $10 reinstatement fee for one forfeit.
   1.2.1 Teams who do not pay a reinstatement fee for one forfeit or have two or more forfeits will not qualify for playoffs.

2. Eligibility/Rosters

2.1 All players on a team’s roster must be both current Campus Recreation Center Members *AND* current UC student, faculty, or staff.
   2.1.1 Full time students are automatically members of the Campus Recreation Center.
   2.1.2 Part time, co-op, branch students, and faculty/staff must purchase a membership at the Campus Recreation Center to be eligible for intramural play. For membership information please visit the Campus Recreation Center Member Services Desk.
2.2 A player who plays on a team in the regular season is eligible for playoffs. Captains cannot add players to rosters during playoffs.
2.3 A player may only play on one coed team.

3. Players, Equipment, and the Court

3.1 Number of players
   3.1.1 A team may have up to 20 people on its roster.
   3.1.2 A team consists of 4 players.
   3.1.3 A team may begin play with a minimum of 3 players.
   3.1.4 Teams with (4) four players on the court must have (2) two males and (2) two females on the court at all times.
   3.1.5 Teams with (3) three players on the court must have either (1) one male and (2) two females or (2) two males and (1) one female on the court at all times.
3.2 Substitutions
   3.2.1 Unlimited substitutions are allowed as long as players are rotated into the serving position.
3.3 Equipment
   3.3.1 Players are responsible for renting a wallyball from the member services desk prior to each game.
   3.3.2 The wallyball net will be set up on racquetball court 6 prior to each game.
   3.3.3 Players must wear non-marking, athletic shoes.
3.4 Court Boundaries
   3.4.1 The service area is approximately three feet from each end of the court.
   3.4.2 The ball will be “out of bounds” when, while crossing the net, it hits the ceiling, back wall of the opponent’s side, or two walls consecutively.
4. **Game Play**

4.1 **The Game and Timing**

4.1.1 The match will be a best of three game series.

4.1.2 A game is played to 25 points for the first (2) two games and 15 points on the (3\textsuperscript{rd}) third game. Teams must win by (2) two during each game.

4.1.3 A coin toss will determine first service or choice of court side. The second game service will go to the other team. If the match is tied after the first (2) two games, another coin toss will be conducted to determine serve or side.

4.1.4 Each team may only call one time-out per game. Time-outs do not carry over between games.

4.2 **General Game Play**

4.2.1 Touching the net is not allowed, unless the ball is driven into the net and the net hits the player.

4.2.2 A ball crossing below the net across the vertical plane can be played back by your side if it is not over (3) three hits.

4.2.3 A ball on the vertical plane above the net is open to both sides.

4.2.4 A ball passing through the side openings of the net on the 1st or 2nd contact is replayed.

4.2.5 Contacting two or more walls is allowed only by the team in possession of the ball on their own side, provided a player on that team touches the ball first. The ball must also be touched by another player before going over on multiple wall hit.

4.2.6 Holding, pushing, scooping, lifting, or carrying the ball is not allowed.

4.2.7 No climbing or using the walls or players assisting each other to gain height at the net.

4.2.8 A ball can hit the back wall and go over the net directly (when being played by your side), but if two walls are touched, another player must touch it before going over the net.

4.2.9 For coed play, any time the ball is contacted three times on a side, a female player must hit at least one of those hits.

4.2.10 If a ball spins across to the opponent’s side and back to yours on the 1st or 2nd hit, you can play your 2nd or 3rd hit. If it is on the 3rd hit that it spins back, loss of point or side out occurs.

4.2.11 An open hand dink of the ball is illegal, it must be a paint brush hit, a clean hit, closed fist, knuckle, cobra shot or soft spike.

4.2.12 A ball cannot contact below the waist.

4.3 **Serving and Return of Serve**

4.3.1 The server may not spike or block the ball during the volley in which he/she served.

4.3.2 The service must be a clean contact with the ball. Pushing the ball or rolling the ball off the fingers (paint brush) is not allowed.

4.3.3 Service order must be kept prior to serving.

4.3.4 Blocking, spiking, or attacking a serve is illegal.

4.4 **Attacks and Blocks**

4.4.1 In the attack, the player must contact the ball before the ball has completely crossed over the net.

4.4.2 Blockers can reach over the net to block, providing the other team has made its third contact of the ball.

4.4.3 The opponent cannot block a set on another team’s (1\textsuperscript{st}) first or (2\textsuperscript{nd}) contact. If any part of the ball has crossed the vertical plane, a free ball is in effect and both teams are entitled to it.

4.4.4 A double hit is only allowed on a block or return of a hard driven hit.

4.4.5 If a ball is touched on a block, the team still has (3) three contacts available and the blocker can make any of these contacts.

4.4.6 On a block, if two opposing players touch the ball, the team still has (3) three contacts.

4.5 **Simultaneous Hits/Touches**

4.5.1 Holding the ball at the top of the net by both sides is a replay.

4.5.2 If two opposing players touch the net simultaneously the point is replayed.

4.5.3 If two players on the same team hit the ball simultaneously, it counts as one hit and either player can play the next hit.