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Introduction

OFFICIAL WALLYBALL RULES

HOW TO USE THIS RULEBOOK

This book is organized into four separate sections. Each of these sections contains information relevant to a complete understanding of the rules.

The sections and their uses are as follows:

The Rules

Here you will find the rules applicable to the game. Each rule is detailed in an explicit manner. If you are looking for a rule, look here.

Ruling Situations

Often examples are the best way to describe a rule, so this section gives examples of situations found during play, and here you will find how the rule is to be applied.

Commentary on the Rules

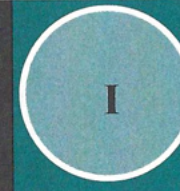
Some rules tend to be subject to interpretation no matter how clearly stated, so this section goes into a little more detail describing the rule.

Glossary

A clear understanding of the terminology used in the sport is crucial to your understanding of the rules. Standard wallyball terminology is used in the other three sections, and the Glossary is where you will want to go to get a clear understanding of this terminology.

Introduction

OFFICIAL WALLYBALL RULES



“There is no failure except in no longer trying.”

-Elbert Hubbard

Chapter One

COURT AREA AND EQUIPMENT

1.01 COURT AREA

Wallyball is always played in a racquetball court so the court area will be the size of a standard racquetball court. The court will be forty (40) feet (12.1920m) long by twenty (20) feet (6.0960m) wide by twenty (20) feet (6.0960m) high. The court is to be divided into two equal sides with a centerline (the normal racquetball service line) between each side.

1.02 NET

The net will be three (3) feet wide and it should extend the entire width of the court. The net will be installed across the center line of the court no higher than eight (8) feet (2.45m) above the floor for men's and coed play, and no higher than seven (7) feet four and a quarter (4 1/4) inches (2.24m) above the floor for women's play.

A check of the height and tension of the net will be made before the start of each match and any other time the referee deems it necessary. The height of the net should be checked at both ends of the net, and at the center. After any adjustments have been made, the net should be tested so that a ball hitting the net rebounds sharply back into the playing area.

1.03 NET SUPPORTS

Net supports will be installed in the walls so as not to threaten the safety of the players.

1.04 THE BALL

The ball will be spherical, weighing not less than nine (9) ounces (280g) or more than ten (10) ounces (280g). The ball will not be less than twenty-five (25) inches (62cm) nor more than twenty-seven (27) inches (68cm) in circumference. The ball should be inflated to the recommended pressure. We recommend the Tachikara WB Pro, WB 2000 and Court Justice balls which are the Official Balls of the AUWP.

Chapter One

COURT AREA AND EQUIPMENT

SERVICE AREA 1.05

The service area is designated by a line one and one half (1 1/2) inches (3.75cm) wide, which extends the entire width of the court. The line will be placed three (3) feet (90.00cm) (not including the width of the line) from the back and front walls, respectively.

**“It’s not the size of the dog in
the fight, but the size of the
fight in the dog.”**

-Oscar Trumbull

2.01 NUMBER OF GAMES

In general, matches will consist of the best of two (2) out of three (3) games, or best of three (3) out of five (5) games.

2.02 POINTS SCORED

Every time the ball is served, a point is scored by the winning team, except when the score for both teams is frozen. Both teams are frozen when the serving team achieves the freeze point. At the next side-out, one additional point will be awarded to the team that has won the serve. At this time, either team can score points only when serving.

The "freeze point" varies depending on the number of points needed to win a game. This point is three points less than the number of points needed to win a game.

2.03 MATCH

In general, a match is won when one team wins more than half of the games stipulated in the match.

2.04 END OF GAME

The first team to score the designated number of points that constitutes a game and have a two (2) point advantage wins the game. If one team reaches the designated number of points that constitutes a game and a two (2) point advantage does not exist, play will continue until one team has a two (2) point advantage. If time is a consideration, a cap may be placed on the game and the first team to reach the designated cap will win the game even if there is only a one (1) point advantage.

SCORING IN A FORFEITED GAME 2.05

If a game is forfeited due to an insufficient number of players on a team, or if a team refuses to start a game, the forfeiting team will lose the game by a score of (X) to zero (0) (X being the number of points designated as the winning score in a game). The forfeiting team will lose the match by a score of (Y) to zero (0) (Y being one game more than half the games designated as a match).

SCORING IN A DEFAULTED GAME 2.06

If a team defaults due to the injury of a player or the dismissal of a team member by the referee, any points scored by both teams before the default will count. The winning team will be awarded enough points to give them a two (2) point advantage over the defaulting team.

REQUESTS FOR TIME-OUTS 2.07

A request for a time-out may only be called by the team captain and only when the ball is dead. A time-out may not be called once the referee calls the score to start play.

NUMBER OF TIME-OUTS 2.08

Each team will be allowed two (2) time-out periods limited to sixty (60) seconds each per game. The team that called the time-out may terminate the time-out before sixty (60) seconds has expired by indicating that they are ready to resume the game.

FAILURE TO RETURN TO GAME AFTER TIME-OUT EXPIRES OR TEAM DELAY 2.09

If a team does not resume play immediately after the signal ending a time-out is given by the referee, that team will be charged with another time-out. If both time-outs have already been used by that team, that team will be penalized 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.

2.10 CONSECUTIVE TIME-OUTS

Two (2) time-outs may be called consecutively by a team without resuming play. If a third time-out is called by the same team, that team will be penalized 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.

2.11 INJURY TIME-OUT

The referee will stop the game when a player has been injured. If the injured player cannot continue the game, a substitution may be called, the game may be forfeited or the team may play without the injured player, i.e. two (2) against three (3); three (3) against four (4). [If the match is a coed match, the team must continue to have at least one female player on the team.]

A maximum of two (2) injury substitutions per game will be allowed. An injured player may re-enter a subsequent game of the match. A time-out may be requested after an injury time-out has expired if the team requesting the time-out has not used their two (2) allowed time-outs.

If the game must be stopped or delayed to remove an injured player from the court, no time-out will be called no matter how long it takes to remove the player safely.

“Treat people as if they were what they ought to be and you help them to become what they are capable of being.”

-Rob Estes

“All things come to those that go after them.”

-Rob Estes

3.01 PRE-GAME WARM-UP

A warm-up period of three (3) minutes will be allotted each team, either on the playing court or at another site designated by the referee. If both teams warm-up on the playing court at the same time, the referee will allow 6 minutes for the warm-up. At the end of the warm-up period, the referee will indicate that play is to begin. Once line-ups are verified, no changes can be made.

3.02 CHOICE OF COURT SIDE, SERVE OR RECEIVE

The referee will toss a coin (or use another method of selecting options) between the team captains for choice of side, serve or receive. The winner of the coin toss will have the option of serving first, receiving first or choosing the side of the court on which to play the first game of the match. If the winner chooses to serve first or receive first, the loser will select the side of the court. If the winner chooses to select the side of court, the loser then has the choice of serve or receive. The team not serving first in the first game will serve first in the second game.

3.03 CHANGE OF PLAYING AREAS BETWEEN GAMES

Except for a deciding game, players will change sides after each game of the match.

3.04 CHOICE OF SIDE, SERVE OR RECEIVE IN A DECIDING GAME

If the match involves a third or a fifth game, the referee will toss a coin between the team captains for choice of side, serve or receive. The winner of the coin toss will have the option of serving first, receiving serve or choosing the side of the court to play on. If the winner chooses to serve first or receive first, the loser will select the side of the court. If the winner chooses to select the side of court, the loser then has the choice of serve or receive.

Both teams will change sides after one team's score equals one half the number of points designated to win the match (for instance eight (8) points in 15 point games). The serve will continue with the same server and all other team members will take the same positions they were in before the change of sides took place.

START OF GAME 3.05

The referee will direct play to begin by calling the score.

TIME BETWEEN GAMES 3.06

Changing playing areas will take place between games and should be made with a minimum of delay. In general, two (2) minutes will be allotted between games with five (5) minutes allotted before the final (third or fifth) game in a match. No extra time will be allotted for changing sides in the middle of the final game in a match.

INTERRUPTIONS OF PLAY 3.07

Play will stop immediately in case of injury or if an object is thrown onto the playing court that might endanger a player's safety. When an interruption occurs, the point will be replayed.

MATCH INTERRUPTIONS 3.08

If a match cannot be finished due to insufficient time or equipment failure, the following will apply:

- a. If the match can be resumed later, any points scored in the current game before the interruption will count and the teams will continue the game under the same conditions before the interruption.
- b. Any completed games of a match will count.

DELAYING THE GAME 3.09

Delaying the game unnecessarily for any reason whatsoever is grounds for a sanction if deemed appropriate by the referee. A warning for the first occasion and a penalty on any subsequent occasion during the same game will be assessed. The referee will notify the coach or playing captain of the reason for the sanction. Such sanctions will be noted in the comment section of the score sheet.

Team delays include:

- a. The failure to submit a line-up at least two (2) minutes before the start of the match or the signal indicating expiration of the rest period between games.
- b. A second improper request during the same game.
- c. A delay caused by the failure of a substitute to immediately enter the game when authorized.
- d. A request for the entry of an illegal player (one not on the team roster, a previously disqualified team member, illegal number, etc.).
- e. A delay in returning to play after a time-out.
- f. A delay in moving to positions for serving or receiving serve after completion of a rally.
- g. Any other action by a player that creates an unnecessary delay in the start of play.

If a rest period has expired and a team has not reported back to the playing area, a time-out will be charged to the missing team. Up to two (2) time-outs may be charged to a team delaying the start of a game by the referee. If both time-outs have been used and the team does not resume play, the referee may declare a fault and sanction the offending team. 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.

3.10 OUT OF BOUNDS

The ball will be called out of bounds whenever it hits (on a serve, volley or block) the ceiling on an offensive shot (that goes over the net), when the ball hits the back wall on the opponent's side of the court or if the ball contacts two or more walls consecutively.

BACK WALL IN PLAY OR OUT OF BOUNDS 3.11

A team in possession of the ball may cause the ball to bounce off their own back wall. The ball can then be played by another player on their team (as long as they are within the allowed three touches of the ball), or the ball can be bounced off the back wall in a manner that propels it over the net into the opponent's court. In this latter case, if the ball touches a side wall or the opponent's back wall before a member of the opponent's team touches the ball, a two wall violation occurs 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.

CEILING IN PLAY OR OUT OF BOUNDS 3.12

A team in possession of the ball may cause the ball to bounce off their own ceiling. The ball can then be played by another player on their team (as long as they are within the allowed three touches of the ball). If the team in possession of the ball causes the ball to bounce off the ceiling in a manner that propels the ball over the net into the opponent's court, 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.

HITTING THE BALL OUT OF THE COURT AREA 3.13

If (on the first or second hit), a team in possession of the ball causes the ball to be hit outside the court area into the spectator's gallery on their side of the net, or causes the ball to be hit into an adjacent court on their side of the net, the ball will be declared dead and the point will be replayed. No loss of point or serve will be called. However, if (on the third hit), a team in possession of the ball causes the ball to be hit outside the court area into the spectator's gallery on their side of the net, or causes the ball to be hit into an adjacent court on their side of the net, 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.

If (on any hit or legal volley), a team in possession of the ball causes the ball to be hit outside the court area into the spectator's gallery on the opponents side of the net, or causes the ball to be hit into an adjacent court on the opponent's side of the net, 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.

If, in the opinion of the referee, the team in possession of the ball intentionally causes the ball to go outside the court area into the spectator's gallery on their side of the net, or causes the ball to be hit into an adjacent court on their side of the net, the play will be declared dead 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.

**“No one is useless in this world
who lightens the burdens of
others.”**

-Charles Dickens

**“You never win the tournament
unless you enter it.”**

-Dan Forsythe

4.01 RULES OF THE GAME

All team members are required to know the rules of the game and are required to abide by them.

4.02 ATTIRE

All players will comply with the proper player attire as stated in this rulebook. Players will dress in shorts, jerseys (T-shirts) and shoes (sneakers) with non-marking rubber soles. Shoes are required at all times.

Head gear, such as hats, jewelry or large hairpins are not allowed. If it is necessary to stop the game to remove illegal headgear or equipment, a time-out will be charged to the offending team. Sweat bands worn on the head or wrist are legal. Any taping or injury wrapping should be checked by the referee. No hard casts of any kind are allowed. Soft cast may be allowed at the discretion of the referee.

4.03 TEAM COMPOSITION AND SUBSTITUTIONS

The Tournament Director will be given a roster listing all team players, the team captain and all substitutes before the start of each match. Any players not listed on the roster before a match will not be allowed to play.

A woman may compete on a men's team. A man cannot compete on a woman's team. The league or tournament director is responsible for assessing the skill level of the woman to ensure that she fits within the skill level range of the league or tournament division.

“The game does not build character, it reveals it.”

-Heywood Brown

NUMBER OF PLAYERS 4.04

Each team will be composed of two (2), three (3) or four (4) players. Each men's or women's team will be allowed one substitute or alternate player. Each coed team will be allowed one male and one female substitute or alternate player. When a team has been reduced to less than the allotted number of players, a substitution may be called, the game may be forfeited or the game may continue with remaining players, i.e. two (2) against three (3), three (3) against four (4). If the match began with 4 person teams, the 4 person rules must still be followed, even if the team is reduced to fewer than 4 players. If the match began as a coed match, at least one female must remain on each team.

TEAMS AND DIVISIONS 4.05

Teams entering tournament play will be classified into one of the following divisions:

Open Division

Men's Doubles or Triples
Women's Doubles or Triples
Coed Doubles or Triples

Advanced Division

Men's Doubles or Triples
Women's Doubles or Triples
Coed Doubles or Triples

Intermediate Division

Men's Doubles or Triples
Women's Doubles or Triples
Coed Doubles or Triples

Novice Division

Men's Doubles, Triples or 4 player teams
Women's Doubles, Triples or 4 player teams
Coed Doubles, Triples or 4 player teams

A "triples" team must consist of at least three members. A "fours" team must consist of at least four members.

4.06 SUBSTITUTIONS

Two substitutions per game are permitted. Only in case of injury, can a third substitution be made. A substitution may only be made when the ball is dead and only upon the request of the playing captain. If the substitution is not made during a time out, a time out will be charged to the team making the substitution. Once the referee acknowledges a substitution request, the substitute is required to report in proper uniform and stand ready to enter the court when directed by the referee. A new substitution may not take place until after play has resumed and the ball becomes dead or when another time-out is called.

4.07 FOUR PERSON PLAY

In four (4) person play, the server on the offensive team and the last person who served on the defensive team are prohibited from spiking or blocking the ball. These players are not allowed to either fake or even attempt to spike or block the ball.

**“Change your thoughts and you
change your world.”**

-Norman Vincent Peale

**“If you don’t stretch your
limits, you set your limits.”**

-Lisa Stiller

NOTE: Chapter 5 is included as a guideline for officiating and is not to be construed as a part of the official playing rules that are subject to protest by teams.

5.01 REFEREE'S POWER

The referee is in full charge of the match. The referee has the power to make a decision on any matter or question not specifically covered in these rules. The referee's decision is final.

5.02 REFEREE AND HIS/HER DUTIES

Two referees must be present for each game. Referee "A" is to keep the score and serving order, and generally control the game. Referee "A" will toss a coin to decide side and service. If a coin is unavailable, any fair deciding method acceptable by the captains of the two (2) playing teams may be substituted. It will be the responsibility of Referee "A" to signal service at the beginning of each play. Referee "B" calls all faults. Referee "B" will decide when the ball is in play or is dead and when a point has been made. During interruptions in play, the Referee "B" will be responsible for the ball. Referee "B" will interrupt play when a fault has been committed and will request assistance from the Tournament/League Director when necessary.

In tournament play, the referees may change in the middle of a game during round robin play. However, when the playoff games begin, the tournament director should ensure that the referee's that are working a game continue in their roles throughout the entire game.

5.03 REFEREE AND HIS/HER POSITION DURING PLAY

Referees will position themselves in the viewing gallery directly above the playing court or in such a manner that they have an unobstructed view of the playing area. On courts with glass back walls and no viewing gallery, the referee will be positioned directly behind the glass. On courts with glass side walls, the referee will be positioned at the net. On courts that do not allow for some type of spoken communication between the referee and the playing teams, either a microphone, hand signals or flash cards will be used during a game.

REFEREE AND KEEPING TIME 5.04

The referee will keep the official time during all time-out periods and during the rest periods between games in a match. The referee will keep a record of the number of time-outs each team has taken, and after each time-out period, the referee will advise the coach or team captain as to the number of time-outs remaining.

REFEREE AND PLAYER POSITIONS 5.05

In four (4) person play, the referee will make certain at the start of each game that the player positions on both teams correspond with the serving order listed on the score card.

REFEREE AND PENALTIES 5.06

The referee will decide matters of conduct concerning the behavior of coaches and players. The referee will be the only official with the power to warn or penalize a team or one of its members.

Any protest regarding penalties issued to players because of unsportsman-like conduct will not be reconsidered by the referee. If requested from a team captain, the referee must give his/her reason for issuing a penalty, however, the decision of the referee will stand.

TOURNAMENT DIRECTOR 5.07

It is the responsibility of the Tournament Director to secure a knowledgeable wallyball referee for the tournament when possible.

PLAYING CAPTAIN 5.08

One playing team member will be designated as the playing captain and will have his/her name listed on the scorecard before the start of the game. If the playing captain leaves a game, a new playing captain will be designated to assume the duties of the captain for the remainder of the game or until the originally designated captain returns.

5.09 PROTESTING AN OFFICIAL'S DECISION

Only the playing captain may protest the decision of a referee. The protest must be made before the first serve following the play in which the disagreement occurred. If the team captain cannot resolve a difference with a referee, the referee's decision will stand. The team captain has the power to take the protest to the Tournament Director, however the Tournament Director's authority only involves non-game related situations.

In most cases the referee is not in a position to call a fault on a player that contacts the ball that is clearly on the defensive team's side of the net. In this situation, the playing captain can ask that the point be replayed. In most cases the referee is to grant the request, unless the referee senses that the defensive team is abusing this privilege.

**"The truth is more important
than the facts."**

-Frank Lloyd Wright

**"You may occasionally give out,
but never give up."**

-Mary Crowley

6.01 LEGAL SERVICE

The server will put the ball in play by striking it with one hand (the fingers must be touching each other, they may not be spread) or with any part of the arm in an attempt to send the ball over the net and into the opponent's court.

A served ball may contact a wall on either the serving team's side or the receiving team's side of the net.

An overhead serve must be clean. The server cannot lift, push or guide the ball. The ball must be cleanly struck with a closed hand (fingers together) or a fist.

An underhand serve is legal. The contact with the ball must be brief and the ball cannot be lifted, pushed or guided. The ball must be struck with a closed hand (fingers together) or a fist. The ball can only be in contact with one hand at a time.

A served ball may rebound off the server's back wall as long as the ball does not touch the net, a sidewall or the opponent's back wall before being touched by a member of the opposing team.

A jump serve is legal as long as the serve is started from behind the service line (the server's foot may not touch the serving line), and the ball must be contacted while the server is in the air and before the server's foot touches the floor. When the server's foot touches the floor it may touch on the service line, in front of the service line or behind the service line.

A spin serve is legal. The ball must be hit with a closed hand (fingers together). The ball cannot roll off the hand or the fingers. The ball must be cleanly struck so that the ball flies off or pops off of the server's hand.

A paintbrush serve is not legal. A paintbrush serve is executed by contacting the ball in such a manner that the ball rolls along the hand. This is considered a throw and throws are not legal.

In order for the serve to be good:

- a. The ball must pass over the net without touching a member of the serving team.

- b. The ball must not contact the net or net hardware.
- c. The ball must not contact two or more walls before being played or landing on the floor.
- d. The ball must not contact the opponent's back wall.
- e. The ball must not contact the ceiling of the court.

PRELIMINARY SERVICE ACTION 6.02

Bouncing the ball before executing the serve is legal. Tossing the ball and catching the ball or letting the ball bounce on the floor is a service fault and a side-out will be called by the referee. Once the referee calls the game score signaling the server to release the ball and execute the serve, the server has five (5) seconds to initiate the serve. 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 side-out will be called. Guiding, directing or pushing the serve is illegal. The serve must be cleanly struck.

SERVING BEFORE THE REFEREE CALLS THE SCORE 6.03

A serve that is attempted before the referee calls the score will be canceled and replayed.

THE SERVICE LINE 6.04

When the ball is hit for service, no part of the server's body can be in contact with the service line. The server may step onto or over the service line only after the serve has been executed. A jump serve is legal. The server's body may be entirely in the air over the service line at the moment of contact with the ball, as long as the last contact between the server's body and the floor were within the legal serving area.

6.05 LENGTH OF THE SERVICE

Service will continue until a side-out is called, until a fault is committed by the serving team that results in the ball being turned over to the opponents or until the game is completed.

6.06 ILLEGAL POSITION OF THE SERVER

The game will stop immediately when the server has been discovered to be out of the designated serving order. Any points earned while the server was in an illegal position will be canceled and a side-out declared. If the server is discovered out of the designated service order after a side-out is called, all points will count. The individual scheduled to serve will become the server. A verification of the service order may be requested from time to time by the team captains. It is the responsibility of the playing captain to tell the referee if there is a player serving out of order.

6.07 SERVICE IN SUBSEQUENT GAMES

Except for a deciding game, the teams will take turns serving first in each game.

6.08 SERVING ORDER

Players must maintain the serving order as listed in the official scorecard. The serving order may only be changed after each game.

6.09 SCREENING

No members of the serving team may block the server from the view of the opposing team by raising their hands above their heads, flailing their arms from side to side or forming groups of two (2) or more to hide the actions of the server. Players on the serving team who deliberately switch their positions to block the server from the view of the opposing team will be subject to penalty.

If applicable, a defensive player should clearly state before the serve that an offensive player is blocking the view of the server. The defensive player may ask the offensive player to move, and if asked, the offensive player must move out of the way and must stay out of the way until the instant the ball is served.

PLAYER POSITIONS AT SERVICE 6.10

All offensive players, except the server, will have both feet fully on the ground at the instant the ball is served.

In two (2) or three (3) person play, players may be in any position on the court. Only the serving order (rotation) must be maintained.

In four (4) person play, players must be in their designated serving positions. After the service, players may move to an alternative offensive or defensive position.

RECEIVING THE SERVICE WITH AN OPEN HAND FINGER PASS 6.11

The service may be received in any form with one exception. The serve may not be received with an open hand finger pass (i.e. the serve must be received with a bump or pass, it cannot be set).

SERVICE FAULTS 6.12

Any of the following actions committed during the service will count as a fault:

- a. A served ball contacts the net or net hardware.
- b. A served ball lands in the next court or in the spectator's gallery.
- c. A served ball passes through the net opening.
- d. A server crosses the service line before or at the same time the serve is executed.
- e. A served ball hits a member of the serving team.
- f. A serve is delivered by the wrong server.

- g. The serve was executed improperly (pushed, guided or thrown).
- h. Players on the serving team screen the server from the opposing team.

**“You never win the tournament
unless you enter it.”**

-Dan Forsythe

**“You miss 100 percent of the
shots you never take.”**

-Wayne Gretzky

7.01 BALL TOUCHING THE NET

A ball (other than a served ball) that touches or rebounds off the net or net hardware may be played.

7.02 BALL CROSSING THE NET

A ball that crosses entirely over the net is considered good. (If the ball is hit three (3) times by a team but does not cross the net, the referee will wait until a fourth touch is made or the ball hits the ground before stopping play.)

7.03 PART OF THE BALL CONTACTING AND CROSSING NET

If only part of the ball crosses the net (breaks the vertical plane of the net) and is subsequently hit by an opponent, the ball is considered as having crossed the net. The receiving team has three additional touches of the ball.

7.04 PLAYER CONTACT WITH THE NET

A player or any part of his or her body (except his or her hair) or uniform that touches the net while the ball is in play will be charged with a fault 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, unless, the ball is driven into the net with such force that it causes the net to touch the player. If the player touches the net after a spiked ball touches the floor, no fault is to be called.

7.05 REACHING OVER THE NET

In returning the ball, a player's arm may follow-through over the net provided he/she first makes contact with the ball on his/her side of the playing court or when the ball is within the vertical plane of the net. Players attempting a block may reach over the net, but they may not touch the ball until an opponent strikes the ball in an attempt to send it into the defensive court. A player cannot block an opponent's set or pass. If an opponent's set or pass (or any played ball) breaks the vertical plane of the net, it is considered a free ball and both teams are entitled to play it.

RECOVERING THE BALL FROM THE NET 7.06

A ball may be recovered from and played off the net.

CROSSING THE CENTER LINE 7.07

A player may step on, but cannot go over the center line. If a player lands on the center line and intentionally or unintentionally interferes with an opponent, 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. No part of the body, other than the foot may contact the center line. If any other body part contacts the center line, 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.

SIMULTANEOUS NET CONTACT BY OPPONENTS 7.08

If opposing players contact the net simultaneously, a double fault will be called and the point will be replayed.

BALL CROSSING THE VERTICAL PLANE OF THE NET 7.09

A ball that crosses beneath the vertical plane of the net may be played or returned by the attacking player provided the player does not interfere with an opponent.

In most cases the referee is not in a position to call a fault on a player that contacts the ball that is clearly on the defensive team's side of the net. In this situation, the playing captain can ask that the point be replayed. In most cases the referee is to grant the request, unless the referee senses that the defensive team is abusing this privilege.

BALL DIRECTLY ABOVE THE VERTICAL PLANE OF THE NET 7.10

A ball that breaks the vertical plane of the net may be played by either team.

7.11 DEAD BALL

A ball becomes dead when:

- a. The ball hits the floor.
- b. The ball is hit over the net and it hits two (2) or more walls consecutively on either side of the net.
- c. The ball goes over the net and hits the ceiling on either side of the net.
- d. The ball is hit over the net and it hits the back wall on the receiving team's side.
- e. The ball is hit out of the court and into the viewing gallery.
- f. A served ball hits the net or net hardware.
- g. The referee sounds the whistle.
- h. A player commits a fault.

7.12 THE HONOR CALL

All players will call out an acknowledgment when they touch the net or knowingly commit an infraction of any rule.

7.13 THE BALL PASSING THROUGH THE NET OPENING

Since some nets may not extend the full width of the court, any ball passing through the net opening on the first or second hit of a volley will be replayed, unless in the judgment of the referee, the offensive player intentionally caused the ball to pass through the opening. If the action is deemed intentional, a side out is to be called.

A ball passing through the net opening on the third hit or on the serve will result in a side-out.

A player on the defensive team is not allowed to stop a ball that is about to pass through the net opening.

**“Those on top of the mountain
didn't fall there.”**

-Gil Atkinson

8.01 NUMBER OF CONTACTS WITH THE BALL

Each team is allowed up to three (3) successive contacts of the ball in order to play the ball.

8.02 CONTACTED BALL

Any player that makes contact with the ball either intentionally or unintentionally will be considered as having played the ball, and that will be counted as one of the three allowable touches of the ball unless the contact is a block.

8.03 MULTIPLE CONTACTS WITH THE BALL BY A PLAYER

A player may not make multiple contacts with the ball except when playing a hard driven spiked ball. If multiple contacts are made on a hard driven spiked ball and, if there is no finger action used during the effort and, if the ball is not held or thrown, then the multiple contact will count as a single contact. For the purposes of this rule, multiple contacts can come from a ball hit directly at a player or from a ball that is spiked off the wall.

8.04 MULTIPLE CONTACTS WITH THE BALL BY BLOCKERS

A block does not count as one of the three allowed touches of the ball by a team. Therefore, a player who participates in a block and touches the ball only once during the block, may immediately play the ball again.

If a hard driven ball is partially blocked by the blocker, the next player to contact the ball must contact the ball cleanly. If the ball makes multiple contacts with this second player a foul is to be called.

8.05 MULTIPLE BODY CONTACTS WITH THE BALL

If the ball contacts any two body parts simultaneously, a single contact of the ball will be called. The body parts involved in the multiple contacts must be the waist or any part of the body above the waist.

PLAYING TWO OR MORE WALLS 8.06

If, on an offensive hit, the ball contacts two or more walls, 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. However, a team in possession of the ball may cause the ball to make contact with two or more walls on their own side of the net, as long as the ball does not cross over the net before being touched by one of the players on the team in possession of the ball. If the ball crosses the net after contacting two (2) or more walls without making contact with an offensive player, 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.

CONSECUTIVE CONTACT 8.07

Each contact with the ball must be made by a different member of the same team. If consecutive contacts are made by the same player, a fault will be called (unless the ball was a hard driven spike or unless the consecutive contacts was made by a blocker) 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.

MISHANDLED, HELD OR THROWN BALL 8.08

A ball coming to rest momentarily 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. An offensive hit where the ball is hit with finger action or where the ball remains in the hand or on the fingers longer than an instant, will be considered as having been thrown.

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

8.09 JOUSTING

When two opposing players contact the ball simultaneously above the net causing the ball to momentarily come to rest; the point is replayed if a held ball is called by the referee. If a held ball is not called by the referee, play will continue. The team that gains possession of the ball after this play will be allowed up to three (3) additional contacts with the ball.

8.10 SIMULTANEOUS CONTACT BY TEAMMATES

If two (2) players on the same team hit the ball simultaneously, one contact with the ball will be called and either player may contact the ball on the next play.

8.11 TEAM OR PLAYER ASSISTANCE

Teammates will not hold or assist one another while making a play. It is legal for a player to hold a teammate who is not making a play on the ball in order to prevent a fault.

8.12 BLOCKING

Any player on a 2 or 3 person team may raise his/her hands above his/her shoulders while at the net and attempt 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.

To qualify as a block, the player must be at the net with hands raised above the head. "At the net" means in close proximity to the net (generally within approximately two feet 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 team may attempt a block if:

- a. A player on the attacking team spikes the ball.
- b. The opponents have made three (3) contacts on the ball.
- c. The ball falls near the net but no player on the attacking team can reasonably make a play on the ball.

BLOCKING AND SPIKING THE SERVE 8.13

A served ball may not be blocked or spiked.

RE-DIRECTING THE BALL 8.14

At the instance of contact with the ball, a blocker may not redirect a spiked ball by rotating the wrists to cause the ball to return to the offensive court at a location selected by the blocker.

CLIMBING THE WALL 8.15

Players may not climb the wall(s) to make a play on the ball.

MULTIPLE CONTACTS WITH THE BALL DURING A BLOCK 8.16

A player who blocks a ball that falls on that player's side of the net may contact the ball on the next play, since a block is not considered one of the three (3) hits allowed a team.

DEFLECTING THE BALL OFF THE BACK WALL 8.17

A player may bounce the ball off the back wall on his/her side of the court in a manner that propels the ball over the net as long as the ball does not contact a second wall on either side of the court before being touched by another player on the opposing team.

8.18 ATTACK SPIKING THE BALL

Any player may spike the ball in 2 or 3 person team play. A player may not attack spike a ball coming from the team on the other side of the net until the ball breaks the vertical plane of the net. As long as the spiker's hand or arm does not contact the net or an opponent, the hand or arm may cross over the net as a part of the spiker's natural follow-through motion.

8.19 THE BALL SPINNING INTO THE OPPONENT'S COURT AND RETURNING

A ball that spins off the net into an opponent's court and subsequently returns to the team originally in possession of the ball will be good, provided it takes place on the first or second contact by the team. Any team member other than the last player to hit the ball can play the ball. If the ball spins off the net into an opponent's court and subsequently returns to the team originally in possession of the ball on the third hit, a side-out will be called.

8.20 DINKING

To qualify as a "dink" shot, the offensive player's intention must be to lightly drop the ball over the net so that it hits the floor within approximately 2-3 feet of the net. The player must be at the net (within approximately two feet of the net) when the shot is made.

The ball must be propelled over the net in one of the following four ways:

- a. Using the knuckles of the hand
- b. Using the closed fist
- c. Using the back of the hand
- d. Using the cobra shot

Open hand dinks are illegal. A "mis-hit" ball is not a "dink", as there is no intention to drop the ball lightly over the net. A ball that drops more than 2-3 feet from the net is likewise not a "dink". In this situation, the ball may be hit with an open hand as long as there is no "carry", "push" or "throw" involved.

**"Ruthlessly compete with your
own best self."**

-Apollo Engineers

9.01 DOUBLE FAULT

When two (2) opposing players commit faults simultaneously, a double fault will be called and the point will be replayed.

9.02 OPPONENTS COMMITTING FAULTS AT THE SAME TIME

When opposing players commit faults at approximately the same time, the team that committed the fault first will be penalized. If the referee cannot decide which team committed the fault first, a double fault will be declared and the point will be replayed.

9.03 PENALTY FOR A FAULT

If a fault is called on the serving team, a side-out will be called and the ball will be turned over to the receiving team. If the receiving team commits a fault, the serving team will score a point.

9.04 DURING PLAY FAULTS

Any of the following actions that take place during play by a player or a team will count as a fault:

- a. The ball is touched more than three (3) consecutive times by a team.
- b. The ball touches the ceiling on the opponent's side.
- c. The ball is hit over the net and it hits two (2) or more walls consecutively.
- d. The ball is hit over the net and it hits the back wall on a fly or volley.
- e. The ball hits the floor on the court.
- f. The ball is hit twice by the same player consecutively and it wasn't a hard driven spike.
- g. A player touches the net while the ball is in play.

- h. A player crosses the center line.
- i. The ball contacts a player below the waist.
- j. A player illegally handles the ball, such as holding, throwing or pushing.
- k. The ball lands outside the court or in the spectator's gallery.
- l. A personal penalty is called on a player.
- m. A game is delayed.
- n. A substitution is made illegally.
- o. An illegal block is attempted.
- p. Players purposely distract the opponents.
- q. A time-out exceeds 60 seconds.
- r. A player illegally assists a teammate.
- s. A defensive player attempts to block or spike the serve.

**“I’m a great believer in luck,
and I find the harder I work the
more I have of it.”**

-Thomas Jefferson

10.01 COED PLAY

The rules involving males and females on the same team will be the same as the rules that govern all team players with the following exceptions:

1. Men and women will alternate service in four (4) person play.
2. A female team member must make one (1) contact with the ball if the ball is played more than once by a team.
 - Since a block does not count as one of the three contacts allowed a team, if the ball is blocked by a male player, a second male player may hit the ball back into the opponent's court without having a female touch the ball.
3. If the coed team consists of one male and two females, the male does not have to make one (1) contact with the ball if the ball is played more than once by a team.

10.02 RESPONSIBILITY FOR SECURING A REFEREE

It is the responsibility of the Tournament Director to secure a wallyball referee for tournament play. In league play, it is the responsibility of the home team to supply a referee.

10.3 WEARING PROTECTIVE EQUIPMENT DUE TO INJURY

Any injured player that is required to wear protective padding or supportive equipment due to an injury will not automatically be excluded from play. At the discretion of the Tournament Director, the safety and potential hazards to other players will be evaluated and the final decision will be made by the Tournament Director.

“He conquers who endures.”

-Persius

11.01 TEAM CONDUCT

All players and coaches will know all the rules and regulations concerning wallyball and will observe them at all times. The team captain will be responsible for the conduct and behavior of the team. The team captain will be the spokesperson for the team and will be the only player allowed to address the referee. Any other player speaking directly to a referee will be warned and may be penalized.

11.02 IMPROPER CONDUCT SUBJECT TO SANCTION

Any and all of the following acts committed by players are subject to penalty:

- a. Continuous disagreement with officials concerning decisions.
- b. Use of vulgar or profane language towards officials, opponents or spectators.
- c. Disruptive comments or noises during a game from outside the court.
- d. Use of actions intended to influence the decisions of officials.
- e. Movement with any part of the body intended to distract an opponent while the ball is in play.
- f. Yelling or other loud noises made to distract an opponent playing or attempting to play a ball.
- g. Leaving the court during a break in the game without the express permission of the referee.
- h. Unnecessary clapping of the hands by teammates at the moment contact is made with the ball by an opponent, especially during the serve.
- i. Unnecessary shouting or any other activity which may distract the referee from rendering a proper judgment regarding the handling of the ball.

- j. Kicking or throwing the ball in an abrupt manner (during play or between games).
- k. Intentional screening by a player or players on a team.

SANCTIONS 11.03

Violations committed by coaches, players and team members may result in the following sanctions:

1. **Warning** - A warning will be issued for minor offenses; such as causing a delay in the game or talking with opponents, spectators or officials. A warning will be recorded on the score sheet. If a second warning is given, a penalty will result.
2. **Penalty** - Rude conduct or a second minor offense will result in a penalty. A penalty is recorded on the score sheet and will automatically cause the loss of the serve, if the penalty was called on the serving team. If the penalty was called on the receiving team, a point will be awarded. Two (2) penalties issued by the referee will result in the expulsion of a player.
3. **Expulsion** - Obnoxious or unruly behavior, such as profane or vulgar language towards officials, spectators or opponents will result in the expulsion of a player from the game. Two expulsions during a match will result in the disqualification of a player or team member for the remainder of the tournament.
4. **Disqualification** - Any act of physical aggression, attempted or actual, towards an official, spectator or opponent will result in the immediate disqualification of the player or team member for the remainder of the tournament. Disqualified players will be required to leave the game area, including the viewing area for the remainder of the tournament.

NOTE: The following guidelines are presented in order to clarify issues that arise when teaching players the correct way to handle the ball in a game, and when referees are judging a wallyball match.

League and Tournament Directors may use their discretion in deciding how to implement these guidelines in their league or tournament.

12.01 SERVING

The ball may be served by tossing the ball into the air and contacting it above the server's head (overhead serve). The ball may also be served by holding the ball in one hand and striking it with the other hand at about waist level (underhand serve).

If an overhead serve is used, the hand must be closed (fingers are touching) when the ball is contacted. If the ball is served overhead and if the fingers are spread, then the ball is considered to have been contacted multiple times.

If an underhand serve is used, the hand must be closed (fingers are touching) when the ball is contacted or the hand must be in a fist, or the heel of the hand must be used to contact the ball. If the heel of the hand is used, the hand must be closed (fingers are touching) when the ball is contacted.

An effective serve can be made by stopping the forward motion of the arm just as the ball is contacted. If you contact the ball with a flat hand (fingers together) at the back centerline of the ball, the ball will float toward the defensive player moving like a knuckleball moves in baseball.

Spin can be put on a served ball a variety of legal ways. However, the ball must be hit with a closed hand (fingers together). The ball cannot roll off the hand or fingers. The ball must be cleanly struck.

A paintbrush shot is not legal. A paintbrush shot is executed by contacting the ball in such a manner that the ball rolls along the hand. This is considered a throw and throws are illegal. To be a legal spin serve, the ball must fly off or "pop" off the hand.

SETTING 12.02

A ball is generally set using a bump set or an overhead set. These guidelines apply to an overhead set.

A variety of factors are to be considered when using the overhead setting action in order to ensure that the set is a legal 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 are the lowest part of the hands to drop lower than the forehead.

When the ball is released there should be no "spin" on the ball. Ideally the ball would float off the setter's hands with no rotation at all. However, to be considered a good set, the ball may slowly rotate (not spin) forward or backward. Any side rotation or side spin indicates that the ball came off the setter's hands at different times and this is not a legal set.

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 on the setter's team or the set ball may land in the opponent's court.

To set the ball cleanly, you must quickly get to the location on the court where the ball is coming down. Face the direction you want the ball to travel, keep your feet apart, and slightly flex your knees. Your hands must be at or above your forehead as you wait for the ball to come to you.

Keep your elbows out and position your hands so that the thumbs are pointing at each other. The area between your pointer fingers and your thumbs should resemble a triangle. Relax your hands and wait for the ball to arrive.

Watch the ball through the triangle of your hands, and when the ball arrives you should only contact the ball with the pads of your thumbs and fingers. Your palms should never make contact with the ball.

Flip the ball back into the air by extending your arms in the direction you want the ball to travel. When contacting the ball, the hands should move in only one direction.

12.03 PASSING

Passing is perhaps the most important skill to master in wallyball. You need to be able to move the ball to your teammates in a manner that allows your team to set up your offense.

When you get in position to pass the ball, flex your knees, extend your arms outward, clasp your hands and try to contact the ball using the soft fleshy part of your forearms. The elbows must be locked so that you can pass the ball in the desired direction. Bending the elbows often results in the ball being passed in the opposite direction than intended. If the ball doesn't come straight to you, you may have to drop either your right or left shoulder to get the arms into position to pass the ball to the intended target.

“The further backward you can look, the further forward you are likely to see.”

-Winston Churchill

“Destiny is not a matter of chance, it is a matter of choice; it is not a thing to be waited for, it is a thing to be achieved.”

-William Jenning Bryan

1.02 COURT AREA AND EQUIPMENT

Situation: The referee and visiting coed doubles teams arrive at the match site and discover a sagging net that is less than eight (8) feet above the floor.

Ruling: The match will be conducted.

Comment: Every effort should be made by the host team or Tournament Director to make the sagging net legal, but neither the visiting team nor the referee may cancel the match.

Situation: Team A, on their second play, hits the ball between the side wall and the edge of the net.

Ruling: Replay is called.

Comment: On the first or second hit, a replay is called by the referee. On the third hit, 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 awarded.

2.02 FREEZE POINT

Situation: Team A has just received their ninth (9) point, with the next service, Team A loses, and a side-out is called. Team B receives one point and their score is frozen giving Team B twelve (12) points. Team B loses service and side-out is called. Team A receives one point and their score is now frozen giving Team A ten (10) points. Team A loses service and side-out is called.

Ruling: Team B does not receive a point for side-out.

Comment: Team A and Team B can only score points during side-outs before their scores are frozen, after which points must be earned by winning the service.

GAME POINT 2.05

Situation: Team A has just scored their fifteenth (15) point with the score resulting in Team A fifteen (15), Team B fourteen (14). The game was originally scheduled to end at fifteen points.

Ruling: Team A must serve again.

Comment: Team A must score one more point to be declared winner of the game. Play will continue until one team has a two (2) point advantage and a minimum of fifteen (15) points.

TIME-OUTS 2.08

Situation: During a volley, a player from Team A either:

- Loses a contact lens
- Breaks a knee brace, or
- Hits a ball that shatters a light fixture over either team's side.

Ruling: In all of the above situations, the referee will call for a time-out to make repairs.

Comment: This time-out will not be charged to either team. After repairs and corrections are made, the referee will declare a replay. At all times, the player's safety is of primary importance.

2.09 NUMBER OF TIME-OUTS

Situation: Team A calls its second (60 second) time-out and after twenty (20) seconds Team A terminates the time-out period. Team B decides not to resume play until the entire sixty (60) second time-out has expired.

Ruling: Team B must return to play after Team A terminates its time-out.

Comment: If Team B does not return to play immediately after Team A terminates its time-out, Team B will be at fault and the referee will penalize Team B (delay of the game).

2.10 FAILURE TO RETURN TO GAME AFTER TIME-OUT EXPIRES

Situation: Team B calls its first time-out and after the sixty second time out expires, they fail to return to the court.

Ruling: The referee should call a delay of game on Team B, and charge Team B with an additional sixty (60) second time-out.

Comment: Since Team B did not return to the game immediately after the signal ending the first time-out, Team B was sanctioned with a delay of game. If Team B was calling its second time-out and did not return to the game immediately after the signal ending the second time-out, a point would be given to the Team A if Team A was serving, or, if the Team B was serving, a side-out would be called.

CONSECUTIVE TIME-OUTS 2.11

Situation: Team A requires two (2) minutes to go over a defensive move.

Ruling: Team A is charged with two (2) time-out periods.

Comment: If Team A has already been charged with a time-out during the game, a point will be given to the Team B if the Team B is serving, or, if the Team A is serving, a side-out will be awarded to Team B for delay of game by Team A.

INJURY TIME-OUTS 2.12

Situation: A player on Team B injures her ankle, and the referee stops play. Team B's player is ready to play either:

- Within five (5) minutes, or
- After five (5) minutes.

Ruling: In situation (a), no time-out is charged. In situation (b), a time-out is charged to Team B.

Comment: If the coach realizes the player will not be able to play within the five (5) minute time allotment, he/she must substitute to avoid the charged time-out.

RULES OF PLAY 3.02

Situation: Team A discovers an error in their service order after the line-ups have been verified by the referee but before the start of the game.

Ruling: The listed service order stands.

Comment: No changes can be made once the line-ups are officially verified.



Ruling Situations

3.04 CHOICE OF SIDE, SERVE OR RECEIVE IN A DECIDING GAME

Situation: Team A and Team B split the first two games of a three game match.

Ruling: The referee will call the captains together for the coin toss to decide the choice of side or serve.

Comment: In all deciding games in a match, there must be a coin toss to decide which team will choose side or service. In case a coin is unavailable, any fair deciding method acceptable by the Tournament/League Director and the two playing team captains may be substituted.

3.07 & 3.10 TIME BETWEEN GAMES AND DELAYING THE GAME

Situation: Following the first game, Team A returns to the floor and is ready to play after 30 seconds has elapsed. Team B is not in position to play until either:

- a. One (1) minute has expired.
- b. Two (2) minutes have expired, or
- c. Two (2) minutes and five seconds have expired.

Ruling: Situations (a) and (b) are legal. In Situation(c) Team B will be called for a delay of the game.

Comment: If both teams are ready, the referee may begin play before two (2) minutes have elapsed between games. In situation (c), a time-out is charged to Team B. Team B then has only one time-out remaining during that game.

Ruling Situations



Situation: A substitute player from Team A accidentally drops a kneepad down onto the playing court from the viewing area, during a very important play.

Ruling: The referee will stop play and the point will be replayed.

Comment: Play will stop immediately; the object is to be removed from the court to eliminate any potential danger to the players.

CEILING IN PLAY OR IN BOUNDS 3.12

Situation: On their third hit, Team B sends the ball into the spectators' gallery.

Ruling: A point will be given to Team A if the Team A is serving, or, if Team B is serving, a side-out will be called.

Comment: A ball going into the spectators' gallery on the third touch of the ball is out-of-bounds.

HITTING THE BALL OUT OF THE COURT AREA 3.13

Situation: On their second play, Team B hits the ceiling during a volley to the opponent and the ball leaves the court area.

Ruling: A point will be given to the Team A if Team A is serving, or, if Team B is serving, a side-out will be called.

Comment: The ball hitting the ceiling during a volley to the opponent is out-of-bounds.

Situation: In four (4) person coed play, Team A is forced to play with one (1) woman and two (2) men due to an injury. During a play, the ball is touched by one man, then the other man before going back over the net. The woman on Team A does not touch the ball.

Ruling: A point will be given to the Team B if Team B is serving, or, if Team A is serving, a side-out will be called.

Comment: Even though the team is forced to play with one (1) woman, the four (4) person coed rules still pertain.

4.06 IN FOUR PERSON PLAY

Situation: Team A is serving. A player on Team A makes the first play, a teammate sets the ball and the server spikes the ball over the net to the floor.

Ruling: A side-out is called.

Comment: The server cannot block or spike the ball.

5.02 & 5.05 REFEREE AND HIS/HER DUTIES

Situation: After Team A scores a point, it is brought to the attention of the referee, by the captain of Team B, that during a rally, a player from Team A touched the net during an attempted block.

Ruling: No penalty will be assessed. The point stands.

Comment: Even though touching the net is illegal, the foul was not seen by the referee, so no call is made.

Situation: The referee notices that the captain of Team B requests to have the serving order checked several times during the game.

Ruling: It is the captain's right to check serving order.

Comment: The referee may refuse on the basis he/she thinks Team B is doing this to interfere with the momentum of Team A, or Team B is using this as an additional time-out to plan game strategy.

PRELIMINARY SERVICE ACTION 6.02

Situation: The referee calls the score to signal service. The server bounces the ball two (2) times and then the server tosses the ball lightly in the air to serve.

Ruling: Bouncing the ball prior to service is legal.

Comment: The server must execute the serve within five (5) seconds.

Situation: The referee calls the score to signal service. The server tosses the ball into the air and decides it is not a good toss. The server catches the ball, bounces it two (2) times and tosses the ball the second time prior to the serve.

Ruling: A side-out is called.

Comment: After the ball is tossed into the air, the next contact with the ball must be the serve.

“Strength does not come from physical capacity. It comes from an indomitable will.”

-Mahatma Ghandi

6.03 SERVING BEFORE THE REFEREE CALLS THE GAME SCORE

Situation: Before the referee calls the score, the ball is served.

Ruling: The referee cancels that serve and the same person serves again after score has been repeated.

Comment: The server gets an additional five (5) seconds for his/her serve.

6.09 SCREENING

Situation: Two players on Team A deliberately stand together in front of the server to screen the service.

Ruling: An unsportsman-like penalty is called.

Comment: No two (2) members of the serving team may stand together to block the server from the opposing team.

Situation: A front line player from Team B complains to an opposing front line player that he/she cannot see the server.

Ruling: No call is made.

Comment: It is up to the player who cannot see the server to move. If the opponent then moves with this player, the referee should call unsportsman like conduct for intentional screening.

7.04 PLAYER CONTACT WITH THE NET

Situation: In an attempt to block the ball, the shoulder of a player on Team B contacts the net. The net was pushed into the player from Team B as a result of the ball hitting the net after being hit by a player from Team A.

Ruling: No infraction is called.

Comment: The net contacted the player's body because the ball was driven with such force that it caused the net to touch the player.

REACHING OVER THE NET 7.05

Situation: A player on Team A reaches over the net to execute a block.

Ruling: No infraction is called.

Comment: Players attempting a block may reach over the net but they must not contact the ball until an opponent strikes the ball in an attempt to send it into the defensive player's court.

BALL CROSSING THE VERTICAL PLANE OF THE NET 7.09

Situation: Team A's second play has caused the ball to have passed partially under the net, where Team B unintentionally interferes with the ball as Team A is attempting to play the ball a third time.

Ruling: Team B is called for a net foul.

Comment: Team B cannot interfere with a player on Team A under any circumstances.

BALL DIRECTLY ABOVE THE VERTICAL PLANE OF THE NET 7.10

Situation: On Team B's second hit, a player sets the ball directly above the net allowing Team A's player to spike the ball to the floor.

Ruling: This is a legal play.

Comment: A ball directly above the vertical plane of the net may be played by either team.

8.03 SUCCESSIVE CONTACTS WITH THE BALL BY A PLAYER

Situation: A player on Team A digs a spiked ball in a manner that it deflects off her hand to her biceps and her shoulder.

Ruling: This is a legal play.

Comment: Multiple contacts are permitted when recovering a hard driven spike.

Situation: A player on Team A spikes the ball. It is deflected (not blocked) by a player on Team B and saved by another player on Team B. During this action, the ball contacts the hand and shoulder of the second player.

Ruling: A double hit is called 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.

Comment: Multiple contacts by the player in an attempt to save a hard driven spike are permitted only if it is the first play for the player's team.

Situation: A player on Team A spikes the ball. It is blocked by a player on Team B and saved by another player on Team B. During this action, the ball contacts the hand and shoulder of the second player.

Ruling: A double hit is called 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.

Comment: Multiple contacts by the player in an attempt to save a hard driven spike are generally permitted only if it is the first play for the player's team. While a block doesn't constitute one of the allowed three touches of the ball, the fact that the blocker touched the ball means that the ball is no longer a hard driven spike, it has been transformed into a ricochet off of a teammate.

DOUBLE FAULT 9.01

Situation: A player on Team A spikes the ball, but at the same instant the ball hits the floor on Team B's side of the court, the spiker contacts the net.

Ruling: A double fault has occurred. The referee will call a replay.

Comment: Team B's failure to return the ball is a foul, as is the net foul by the spiker. Because they occur at the same instant, the proper call is double fault.

DURING PLAY FAULTS 9.04

Situation: A player on Team B sets the serve with an open hand finger set to a teammate who then spikes the ball across the net.

Ruling: A point is awarded to Team A.

Comment: A player cannot receive the serve with an open hand finger set.

10.01 COED PLAY

Situation: In the first game of a coed match, Team A loses a female player due to an injury. There is no substitute available.

Ruling: If this is a doubles or triples match, the match is forfeited because a female is not available. If this is a fours match, the match will continue.

Comment: Team A is permitted to finish the fours match, but must still abide by the rules governing coed play.

11.02 IMPROPER CONDUCT SUBJECT TO PENALTY

Situation: Team A's player loudly stomps his/her feet and claps his/her hands during Team B's service.

Ruling: A penalty is issued to Team A's player and a point is awarded to Team B.

Comment: Unsportsman like conduct is not tolerated in wallyball.

"You never win the tournament unless you enter it."

-Dan Forsythe

"Life is not a problem to be solved but a reality to be experienced."

-Søren Kierkegaard

CHAPTER 1 - COURT AREA AND EQUIPMENT

- 1) **COURT AREA AND CLEARANCE** - Any special directions on court abnormalities will be specified either in the pre-match conference by the referee and team captains or by the Tournament/League Director in the pre-tournament/league captain's meeting. In the event that these obstructions, (gallery area, building support structure or any other abnormalities defined by the Tournament/League Director), give either team an advantage or disadvantage, or interfere with the normal playing of the ball, the ball will become dead and a replay will be called by the referee any time a ball contacts the obstruction.
- 2) **UNSUITABLE PLAYING AREA** - The playing area must be under the control of the referee before and during a match. The referee alone is responsible for deciding whether or not the playing area is suitable for play. The referee should declare the playing area unfit for play when:
 - a. Play could be dangerous due to any hazardous condition (including abrasive type surfaces).
 - b. Improper or defective equipment is used that could be hazardous to players.
 - c. The court becomes slippery.
- 3) **NET** - The area that the net covers is from wall to wall, but most wallyball nets are not long enough, and they will leave an opening next to the wall on both sides. If the ball passes through either opening as a result of the first or second legal touch of the ball, the ball will be considered dead and the referee will call a replay. If the ball passes through the openings on the serve or as a result of the third legal touch of the ball, the ball will be considered dead and the referee will call a side-out. Items hanging from the net are not considered part of the net or net hardware, and may be contacted without a foul being called.

- 4) **NET ADJUSTMENTS** - The height and tension of the net will be adjusted before the start of each match and at any other time the referee deems it advisable. Height measurements should be made in the center of the court and at each end of the net perpendicular to the walls to ensure that each end of the net is at the proper height. The net must be tight throughout its length. After being tightened, the net should be checked to ensure that a ball striking the net will rebound back into the playing area and not just drop to the floor.
- 5) **NET TORN DURING PLAY** - If the net becomes torn by a served ball a side out will be called. If the net becomes torn by a team's third hit, 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, and the team that last received the serve will serve when play resumes. If the net becomes torn during play (other than by a served ball or a third team hit), play will be stopped and a re-play will be called after the net is repaired or replaced.
- 6) **NET SUPPORTS** - Net supports must be fixed at a height above the playing surface that is sufficient to give the correct net height after the pull downs are tightened to give the net the correct tension.
- 7) **APPROVAL OF THE BALL** - The ball for a sanctioned tournament or league play must be approved by the League or Tournament Director. The brand of the selected ball must be mentioned in the league or tournament announcement.
- 8) **RESPONSIBILITY FOR APPROVAL OF MATCH BALLS** - It is the responsibility of the referee to examine the ball prior to the start of a match to ensure that it is official and in proper condition. The referee will be the final approving authority for any ball to be used during a match. A ball that becomes wet or slippery during competition must be changed when other balls are available.

CHAPTER 2 - SCORING AND TIME-OUTS

- 1) **OTHER TYPES OF GAME SCORES** - When time is a factor, the Tournament or League Director may find it more practical to use other types of game scoring, besides freeze at twelve (12) / game at fifteen (15) / win by two (2). The following are typical game scoring methods that may be helpful in regulating game time:
 - a. Game to eleven (11) / freeze at eight (8) / win by two (2) points
 - b. Game to fifteen (15) / freeze at twelve (12) / win by two (2) points
 - c. Game to twenty-one (21) / freeze at eighteen (18) / win by two (2) points

- 2) **OTHER TYPES OF MATCHES** - When scheduling time is a factor, the Tournament or League Director may find it more practical to use various match configurations. The following are typical match options that may be helpful in regulating match time:
 - a. One (1) game.
 - b. Two (2) games.
 - c. Best of two (2) out of three (3) games.
 - d. Best of three (3) out of five (5) games.

- 3) **TIME-OUT PERIODS** - If a time-out is requested after the referee has called the score and signaled for service and before the server has served the ball, play will be stopped. The team requesting the late time-out will be charged with an improper request and a replay will be called by the referee. Teams granted a legal time-out may terminate the time-out period at any time they indicate they are ready to resume play. If the opponent wishes to extend the time-out period, that team will be required to take a team time-out. If a team fails to return to play immediately upon the signal indicating the end of a time-out, that team will be sanctioned for delay, and will be charged with a time-out, unless all allowed team time-outs are used. If the latter is the case, 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.

- 4) **REQUEST FOR THIRD TIME-OUT** - If a team makes a third request for a time-out, the request will be denied.
 - a. If the request is inadvertently granted, the time-out will be terminated immediately upon discovery and the team will be charged with a team delay.
 - b. If, in the referee's opinion, the request was made as a means of gaining an advantage, the team will be sanctioned for a team delay.

- 5) **REQUEST FOR TIME-OUT BY TEAM MEMBER OTHER THAN CAPTAIN OR HEAD COACH** - If a team member, other than the head coach or playing captain, requests a time-out, the request will be denied and the team will be charged with an improper request. If the request results in the inadvertent granting of a time-out, the time-out will be terminated immediately and the team will be sanctioned for delay.

CHAPTER 3 - RULES OF PLAY

- 1) **CHANGING SIDES** - Changing sides during the deciding game of a match must be done with a minimum of delay. Players must assume the same relative positions on the court that they occupied before changing sides.

- 2) **HITTING THE BALL OUT OF THE COURT AREA** - Generally, a ball that is hit over the net and goes into an adjacent court, or into the net at the top of a side wall that separates courts, is to be called out. However, if, in the opinion of the referee, the ball was hit with sufficient spin, that if the side wall was solid, the ball would hit the wall and drop into the court, then the referee may call for a re-play.

CHAPTER 4 - PLAYERS AND TEAMS -- MAKE-UP AND POSITIONS

- 1) **UNIFORM** - When reference is made to identical uniforms, it is construed to mean jerseys and shorts or a one piece uniform, exposed T-shirts and exposed tights, body suits, bicycle shorts, etc.

- 2) **JEWELRY AND OTHER ARTICLES** - If play must be stopped to remove jewelry or illegal equipment, the team will be sanctioned for team delay. In cases where jewelry cannot be removed, such items must be taped securely.
- Earrings must be removed. Taping of earrings is not permitted, regardless of reason.
 - Braided hair with beads must be secured so that it will not present a hazard to the player, teammates, or opponents.
 - Wearing a hard cast is prohibited on any part of the body.
 - Wearing hard splints or other type of potentially dangerous protective device on the upper part of the body, arms or hands, or a device that could increase a player's ability to hit the ball with an abnormal force, will be prohibited, regardless of how padded. The wearing of a soft bandage to cover a wound or protect an injury will be permitted.
 - The wearing of an "air-filled" type cast on the lower extremities of a protective type knee brace is permissible provided there is no exposed metal or other hard or abrasive parts. A plastic ankle "air-filled cast brace" may be worn provided all plastic parts are fully covered.
 - "Head gear" is interpreted to mean hats or bandanas. A sweatband made of soft pliable material, or a bandana that is folded and worn as a sweatband, is permissible.
- 3) **SUBSTITUTIONS** - Only the playing captain may request a substitution.
- 4) **MULTIPLE SUBSTITUTIONS** - Failure to indicate that a multiple player substitution is desired will limit the team to one substitute. In the event that more than one player attempts to enter, the additional player(s) will be denied entry and the team will be charged with an improper request.
- 5) **INCOMPLETE SUBSTITUTIONS** - After making a substitution request and indicating the number of substitutions desired, if the head coach or captain refuses to complete the substitution or reduces the number of substitutions to be made, the team will be charged with a team delay. A new request for substitution may not be made until the next dead ball following assessment of the team delay.

- 6) **REFEREE SUBSTITUTION PERMISSION** - Substitutes going onto the court will wait outside the court until permission is given by the referee for the exchange to be made.
- 7) **EXCESSIVE SUBSTITUTION** - A team attempting to make a substitution after the team has used both of its allowed substitutions, will cause the team to be sanctioned for an improper request.
- 8) **INJURY SUBSTITUTION** - When the referee notices an injured player, play will be stopped and a replay will be directed. If the player indicates a replacement may not be needed, the referee may allow the player up to fifteen (15) seconds to recover. If the player is not ready after that brief interruption, the player must be replaced or the team must use a time-out if the player is to remain in the game.
- If the removal of an injured player causes a delay, no time-out will be charged, regardless of the length of time required to safely remove the player from the playing area. Safety of players is the primary consideration.
 - If a substitute is injured to the extent that entry is not possible to replace an injured player, the substitute will not be permitted to participate in the remainder of the game.

CHAPTER 5 - OFFICIALS RESPONSIBILITIES AND POSITIONS

- 1) **SIGNALING THE SERVICE** - The referee will call the score at the beginning of each play to indicate that service will begin. The referee will call the score at any other time judged to be necessary.
- 2) **INTERRUPTING PLAY** - Each action is considered finished when the referee interrupts and calls the play dead. The referee should only interrupt play when certain that a fault has been committed, and should not interrupt play if there is any doubt.
- 3) **THE SCORE** - The referee records each point made by a team. If a visible scoreboard is used, the referee will make sure that it agrees with the score on the score sheet. In the event of a discrepancy, the score sheet will be official and the discrepancy is not grounds for protest by a team.

- 4) **TIME-OUTS** - When the teams return to the court after a time-out, the referee will announce the number of time-outs that have been taken by each team.
- 5) **SUBSTITUTIONS** - The referee will authorize a substitution when the substitute is ready to enter the game. Before allowing the substitute to enter the court, the referee will make certain that the substitution is recorded.
- 6) **REQUESTING ASSISTANCE** - Should the referee need to deal with anything outside the limits of the team areas, the referee should request assistance from the event organizer and/or team members.
- 7) **AUTHORITY OF THE REFEREE** - Although the referee is in full control of the match and any judgmental decisions rendered are considered final, this in no way denies the captains the right to protest and record matters allowed under the provisions of the rules.
- 8) **SUSPENDING THE MATCH** - Should an interruption occur (such as spectators invading the playing area by dropping or throwing objects on the court, or by entering the playing area), the referee must suspend the match and ask organizers to reestablish order.
- 9) **PLAYING CAPTAIN** - One of the playing teammates will be designated as the playing captain. The player designated on the score sheet at the start of each game will remain the playing captain while in the game. When replaced, the playing captain or head coach will designate another player to assume the duties of playing captain until replaced or until the original playing captain returns to the game.
- 10) **HEAD COACH** - One team member that is not on the court may be designated as the head coach. Should the head coach enter the game as a player, another team member who is not on the court may be designated as the head coach. If none is designated, only the playing captain may make team requests. There is no penalty for not designating a head coach.

- 11) **COACHING** - The coach may stand to instruct team members in a non-disruptive manner, and the coach may move about to speak to team member(s) provided that the coach does not enter the playing court. Acts deemed disruptive by the referee will be sanctioned as a major offense without warning. A coach committing a second such act during a game will be expelled. Examples of disruptive acts will include, but are not be limited to:
 - a. Loud or abusive language.
 - b. Comments to officials.
 - c. Comments to opposing teams.
 - d. Throwing of objects.
 - e. Displaying disgust in an overt manner.
- 12) **GIVING INFORMATION TO CAPTAINS** - Upon the request of a captain for verification that the opponents have the correct server or that the opposing players are in the game legally, the referee may verify that the players are either correct or incorrect. No identification of opposing player's positions will be given to the captains. Requests for information of this nature will be limited to infrequent occasions. If it is found that players are in an incorrect position or illegally in the game, the referee will correct the error.
- 13) **FINAL RESULT OF GAMES** - Results of games are final and official when the score sheet is signed by the referee.

CHAPTER 6 - THE SERVICE

- 1) **THE SERVICE** - If the server releases or tosses the ball for service, but does not hit it and the ball touches some part of the server's body or uniform as it falls, this counts as an illegal service and the ball will be given to the other team. If the server releases or tosses the ball in a service action and then allows it to fall to the floor without touching it, the referee will cancel the serve and direct a re-serve for which an additional five (5) seconds are allowed. If the player does not serve within these time limits, the team is penalized by loss of service.

At the moment of service, the server's body may be in the air entirely forward of the service line provided the server's last contact with the floor was within the service area.

- 2) **REQUEST AFTER SIGNALLED SERVICE** - After the score has been called and service has been signaled by the referee, no other actions (request for time-out, line-up check, etc.) will be considered until the next dead-ball situation. This is true even if a request is made after a server has initiated service action and legally permitted the ball to fall to the floor. A re-serve is considered to be a part of a single effort to serve and must be completed before any request may be considered.
- 3) **DELAY OF SERVICE** - The server is not allowed to delay service after the referee has called the score and signaled the service, even if it appears that players on the serving team are in a wrong position or are not ready.

CHAPTER 7 - PLAY AT THE NET

CHAPTER 8 - PLAYING THE BALL

- 1) **RECEPTION OF THE BALL** - Contact with the ball must be brief and instantaneous. When the ball has been hit hard, or during setting action, it sometimes stays very briefly in contact with the hands of the player handling the ball. In such cases, contact that results from playing the ball from below, or a high reception where the ball is received from high in the air, should not be penalized. The following actions of playing the ball should not be counted as faults:
 - a) When the sound is different to that made by a finger tip hit, but the hit is still played simultaneously with both hands and the ball is not held.
 - b) When the ball is played with two closed fists on and the contact with the ball is simultaneous.
 - c) When the ball contacts the open hand and rolls off the hand backward without being held.
 - d) When the ball is played correctly and the player's hands move backwards, either during or after the hit.

- e) When a poorly hit ball is caused to rotate (such as a paint brush spike or defective spike where the ball is spun and not hit squarely or a set ball that is caused to rotate due to improper contact).
- f) Open hand cleanly hit.

- 2) **BLOCKING OR ATTACKING A SERVE** - Players may not block or attack (spike) a serve.
- 3) **SUCCESSIVE CONTACTS WITH THE BALL BY A PLAYER** - A player may have successive contacts with the ball when making the first contact from a hard driven spike, providing there is no finger action (such as an attempted set) used during the attempt to play the ball. During such successive contacts, holding the ball, throwing the ball or permitting the ball to roll along any part of the body is illegal and must be called. Successive contacts must be during one continuous attempt to play the ball.
- 4) **BLOCKING** - Any ball directed towards the opponent's area as an attack hit or free ball can be blocked by one player or a group of players of the opposing team. In order for players to be considered in the act of blocking, the player must be at the net (in immediate proximity to the net) and the hands must be raised above the blocker's head.
 - a. If members of a composite block are to benefit from the rule allowing multiple contacts of the ball by the blockers, they must be close to the net and close to each other at the time the ball is blocked. If one member of a composite block is above the height of the net during the effort, all members are considered as having been above the height of the net. If a player is attempting to block, but is not close to the other player that has made contact with the ball during the block, this second contact will count as the first of three contacts that are allowed to return the ball to the opponent's court.

- b. 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.
 - c. 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. The multiple contact 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.
 - d. 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.
- 5) **WALLS** - When playing the ball near a wall, players may not climb the wall to gain a height advantage.

CHAPTER 9 - TEAM AND PLAYER FAULTS COMMITTED DURING PLAY

CHAPTER 10 - MISCELLANEOUS

CHAPTER 11 - CONDUCT AND SANCTIONS

- 1) **BENCH CONDUCT** - A non-playing team member(s) that is guilty of misconduct will be sanctioned by the referee. If the team member cannot be identified, the sanction will be imposed against the head coach, or if the coach is playing in the game, any team member on the bench.

- 2) **CONDUCT BETWEEN GAMES** - Any sanction outlined in chapter 11 may be assessed during the period following the pre-match coin toss and during periods between games of a match. Teams will be immediately notified when a sanction is imposed against a team member prior to the start of the match or between games of a match. The sanction will be administered at the beginning of the game following assessment of the sanction. In the case of multiple sanctions, enforcement will be in the order in which the offenses occur. In the case of simultaneous offenses (such as sanctions assessed against opponents for offenses against each other), the sanctions will be enforced against the serving team first and then against the receiving team. After line-ups have been received and recorded on the official score sheet, sanctions will be recorded on the score sheet.
- 3) **CONDUCT DURING GAME** - If a team member deliberately performs acts for the purpose of distracting an opponent during play, play will be stopped and a penalty will be immediately imposed by the referee.
- 4) **DISQUALIFIED TEAM MEMBERS** - Disqualified team members will be permitted an opportunity to remain in the vicinity of the team for a brief period of time to pick up belongings, provided they refrain from further misconduct. After one minute, if the team member has not departed, the captain will be warned that further delay will result in a match default. If the team member has not departed within fifteen (15) seconds after this warning, the match will be defaulted.
- 5) **DISQUALIFICATION FOR MORE THAN MATCH** - If the Tournament or League Director feels that a team member has committed a serious unsportsman-like act that warrants disqualification from more than the match in which the act was discovered, or for acts committed between matches, the Director will enforce the sanction. The referee is authorized to disqualify team members only from the match in which the act occurred.
- 6) **TEAM SANCTIONS** - If a team has been charged with a team delay, any subsequent team sanctions, to include an improper request, will result in a team penalty.

The following skill level definitions are to be used as a guide by players when ranking themselves for tournament and/or league play.

Open:

An Open player knows and abides by all the game and ball handling rules of the sport. This player is an all around consistent player. This player can compete with the best players in the sport.

Advanced:

An Advanced player knows and abides by all the game and ball handling rules of the sport. This player plays the game very well, however this player cannot compete with Open caliber players.

Intermediate:

An Intermediate player knows the rules of the game and is still learning the ball handling techniques. This player's skills are still developing, and the player is mostly a social player.

Novice:

A Novice player is on the court to have a great time and learn the game.

“If a team is to reach its potential, each player must be willing to subordinate his personal goals to the good of the team.”

-Bud Wilkinson

“Real generosity toward the future consists in giving all to what is present.”

-Albert Camus

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Wallyball Glossary

ATTACK HIT (ATTACK SPIKE)	A hit by a player in an intentional effort to direct the ball into the opponent's court. A third hit by a team is considered to be an attack hit, regardless of intention. A served ball is not considered an attack hit.
BALL HANDLING ERROR	A penalty that is charged when a player is called for mishandling the ball (usually a lift or a double hit) while digging or setting.
BEACH DIG	An open hand receipt of a hit ball. This is legal only if receiving a hard driven spike.
BLOCK	The combination of one, two, or three players jumping in front of the opposing spiker and contacting the spiked ball with the hands. The action of stopping or slowing a spiked ball with the hands above the net.
BLOCK ATTEMPT	The action of blocking without touching the ball.
BUMP	The act of moving the ball to a teammate by allowing the ball to contact the forearms and having the ball rebound in the direction of the teammate.
CAMPFIRE	A ball that falls to the floor in an area that's surrounded by two, three, four or more teammates. At the instant after the ball hits the floor, it appears as if the players are encircling and staring at a campfire.
CENTER LINE	The line which lies under the plane of the net and extends from sideline to sideline, dividing the court.
CHESTER	To be hit in the chest with a spike (variation of a six-pack).
COED TEAM	A team consisting of men and women.
CONTACTED BALL	A ball that touches or is touched by any part of a player's body or clothing.

Wallyball Glossary

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CUT SHOT	A spike from the hitter's strong side that travels at a sharp angle across the net. This is legal if hit with closed fingers or knuckles.
DECIDING GAME	Generally the third or fifth game of a match.
DEEP DISH	A setting action that brings the ball down below the forehead. This is not legal.
DIG	The act of retrieving an attacked ball close to the floor.
DINK	An offensive shot that causes the ball to drop into the opponents' court near the net by allowing the ball to lightly bounce off a part of the hand while standing at or near the net.
DIVE	An attempt to recover a ball by going to a prone position on the court.
DOUBLE FAULT	A fault committed by a member of Team A at the same instant a fault is committed by a member of Team B.
DOUBLE HIT	Occurs when the ball strikes a player's body twice in the same contact. This often occurs when the player's hands are not together. A double hit is legal on a hard driven spike.
DUMP (aka "Set Over The Net")	A set on the second touch of the ball into the opponent's court. This is legal if done with a clean setting motion.
FLOATER	A knuckleball type of serve with no spin that follows an erratic path.
FOREARM PASS	A method of contacting the ball at a level below the waist using the forearms as the contact surface.
FOUL	A failure to play the ball properly as permitted under the rules.

GATOR DIG	The reception of a spike with hands apart like a gator's mouth. The fingers are not touching, but the heels of the hands are in contact with each other. This is legal only if receiving a hard driven spike.
HIT	To strike the ball.
HITTER	An attacker.
IMPROPER REQUEST	A request made by a team member not authorized to make the request. For example a non-team captain asking the referee for a time out.
JUMP SERVE	Throwing the ball into the air and jumping off the ground at the time the ball is contacted with the hand.
JUMP SET	A set that is executed while the setter is in the air.
KONG BLOCK	The act of spreading the arms apart in an attempt to block a ball with one of the arms. This is legal.
LIFT	Striking the ball from the underside with the palm or fingers of an open hand.
MATCH	A scheduled competition between two teams which consists of a set number of games.
NETTING	Touching the net while the ball is in play.
OFF SPEED SHOT	A ball that rapidly loses momentum due to reduced speed of the striking arm just prior to contact.
OVERHEAD SET	The act of passing the ball to a teammate by contacting the ball with both open hands above the head, and sending the ball in the direction of the teammate.

PANCAKE	A one-handed defensive technique in which the player flattens the hand against the floor in order to save the ball.
PASS	An action that results in the ball moving from one player to a teammate. A player can pass the ball by using an overhead set or a bump pass. The first contact of a served ball.
PENALTY	A sanction for rude conduct or for a minor offense. Causes a point to be awarded or a loss of serve depending on whether the sanctioned team was serving or receiving the serve.
PEPPER	A warm-up drill in which players pass, set, and hit the ball back and forth.
PLANE OF THE NET	The area directly above, and in line with, the top of the net.
POWER TIP	A ball this is pushed or directed with force by an attacking player. This is not legal since it is not a clean hit of the ball.
QUICK SET	An extremely low vertical set to a hitter that is used to beat the opponent's block. This is legal if a clean set is made.
RAINBOW	A soft shot over the blockers to the back line that has the arc of a rainbow. The ball must be struck with closed fingers or with the knuckles.
RALLY	One series of play, from the service until the ball is dead.
REFEREE	An individual that is scheduled to officiate a match. The Referee is responsible for the action on the court.
SANCTION	One of four different actions (warning, penalty, expulsion, disqualification) that can be taken against a team or an individual when a rule is broken.

SCREENING	An illegal act on the part of the serving team when the ball is being served. Consists of waiving arms and blocking the view of the team receiving the ball.
SEAM	The area directly between two receivers or diggers.
SERVE	Hitting the ball from the service area to put the ball in play.
SERVE OVERHAND	Serve performed with an overhand striking action.
SERVE RECEIVE	The tactical skill of directing the opponent's serve to the setter so that he or she can set the ball. Forearm passing is the most common technical skill used to receive serve.
SERVE UNDERHAND	Serve performed with an underhand striking action. The ball is usually contacted with the heel of the hand.
SERVICE ACE	A serve that hits the floor or causes the serve-receiver to misplay the ball in such a manner that another player cannot make a second contact.
SERVICE ERROR	The act of serving a ball that touches the net (or net hardware), fails to clear the net or lands out of bounds. Also called when the server is called for a line violation, delay of service, or when there is a rotational fault.
SET	A ball that is directed to a point where a player can spike it into the opponent's court. Overhead passing is the most common technical skill used to set.
SETTER	The player who sets the ball to the spiker.
SIDEOUT	A call by a referee which causes the possession of the ball to be transferred to the team not currently in possession of the ball. A sideout may be called due to a foul or a point being scored.

SIMULTANEOUS	At the same instant.
SIX-PACKED	Being hit in the face with a spiked ball.
SPEED SCORING	A point scored at the end of each rally or dead ball.
SPIKE	The act of hitting the ball into the opponents' court with force. A spike may be driven off a wall. A spiked ball has no arc.
SPIKER	The attacker.
SUBSTITUTE	A player who is participating on a team in place of a regular team member.
TEAM DELAY	A call made by the referee when a team commits an infraction that delays the match. A warning will be issued.
TEAM MEMBERS	The players on the team court. Substitutes are team members in uniform who are eligible to enter the game and are located off the court.
TEAM PENALTY	A penalty assessed to the team because the individual that committed the infraction could not be identified.
THROW	An offensive hit where the ball is contacted with the fingers and wrist or finger action occurs. An offensive hit where the ball remains in the hand or on the fingers longer than an instant.
TOUCH	The contact that occurs when a player contacts the ball.
WARNING	The lowest level sanction against a team or an individual. Issued for minor offenses.
WIPE	When a hitter pushes the ball off of the blockers hands. Not legal as a push is involved.