

RECREATION WALLYBALL LEAGUE RULES-Updated 2022 Season
Covid-19 Provisions:

- Hand Sanitizer, HALT Spray cleaner, latex gloves, and towels will be provided.
- Stay home if you are sick.

Co-ed Play

When playing co-ed, there must be at least one female on the court at any given time. No more than two males may be on the court at a time. A block does not count as one of the three contacts allowed a team. If the ball is blocked by male player, another male player may hit the ball back into the opponent's court. Captains decided that it is not mandatory for a female to be on the court at all times. 12/17/2013

Roster Limit

Maximum of eight persons per team. Uniforms are not required. Less than two players at game time will result in a forfeit. **Deadline for roster changes are approximately one (1) month from the date of the first game.**

Honor Call

Referees will not be provided. Teams are expected to call their own fouls, violations, etc. Win /loss records will be kept for tournament seeding.

Number of Games

All matches shall consist of the best two out of three games.

Point

The serving team receives a point when the receiving team commits a fault.

Side-out

A side-out is declared when the serving team commits a fault and the ball is turned over to the receiving team. No points can be scored on a side-out.

Match

Each match will consist of three games played to fifteen, counted by one. The team who wins two out of three games will win the match. Games must be won by two points. Each match will be limited to one hour. If time has expired during play, the team who is ahead will win that game.

Number of Time-outs

Each team shall be allowed two (2) time-out periods limited to 30 seconds each per game. A team may terminate a time-out period before 30 seconds has expired by indicating they are ready to resume the game.

Choice of Court Side or Service

A volley between teams or a coin toss between captains shall take place before the match for choice of side or service. The winner of the volley or coin toss shall choose to serve first or which side of the court his team shall play on during the first game of the match. The loser of the volley or coin toss chooses the remaining option. The team not serving first the first game shall serve first the second game.

Choice of Court Side or Service in a Deciding Game

The team who served first in Game 1 shall have the first serve in the deciding game. The opposing team shall have the choice of court. Both teams shall change sides after one team scores eight points in the deciding game. Service shall continue with the same server and all other team members shall resume the same positions they were in before the change of sides took place.

Time Between Games

Changing playing areas and substitutions shall take place during time outs and between games and should be made with a minimum of delay. Two (2) minutes shall be allotted between the first and second game of a match.

Between the second and third games, five (5) minutes will be allotted. No extra time shall be allotted for changing sides.

Out of Bounds

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

Back Wall in Play or in Bounds

The back wall is in play only on the side of the team that is returning the serve or volley, provided a player on the receiving team touches the ball first. **If the ball hits the safety net on the back wall, it is playable.**

Ceiling In Play or In Bounds

The ceiling is in bounds only on the side of the team that is returning the serve or volley provided a player on that team touches the ball first.

Hitting the Ball Out of the Court Area

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

Number of Players

Each team shall be comprised of 2, 3 or 4 persons. 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 against three, three against four (must continue to play by 4 person rule.)

Substitutions

Substitutions can be made when it doesn't interfere with the flow of the game.

Four Person Rule

Four person play, the server on offense or defense cannot spike or block.

Legal Service

The player in the back position of the court shall put the ball in play by hitting it with one hand only or any part of his arm in an attempt to send the ball over the net and in to the opponent's court. The serve is good if the ball passes over the net without touching a member of the serving team or the net. A served ball that hits a wall on either the serving team's side or the receiving side is good provided the ball contacted only one wall before landing in the opponent's court.

Service Action

Once the ball is tossed in the air, it must be served. If the server tosses and catches the ball, he/she can still serve the ball. Throwing or pushing the serve is illegal. A serve must be cleanly struck.

Illegal Position of The Server

The game shall stop immediately when the server has been discovered out of the designated serving order. Any points earned while the server was in an illegal position shall be cancelled and a side-out declared. If the server is discovered out of the designated service order after a side-out is called, all points scored shall count.

Serving Order

Players must maintain the serving order. Serving order may be changed after each game only. In four person play, the server cannot spike or block. This rule is in effect for the defense or offense.

Service Faults

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

~~1. A served ball contacts the net. Captains decided that net a ball that hits the net is legal. 12/17/2013~~

2. A served ball lands in the next court or in spectator gallery.
3. A serve is not executed from the designated service area. (3 feet from back walls and front wall respectively).
4. A served ball hits a member on the serving team.
5. A serve is delivered by the wrong server.
6. The serve was executed improperly.
7. Players on the serving team screen the server from the opposing team.

Receiving the Serve with an Open Hand Pass

It is illegal for a player to receive a serve with an open hand pass, or to set the serve overhand.

Touching The Net

A ball that touches or rebounds off the net or net hardware may be played again ~~provided it was not on the serve~~. If the ball is hit three times by a team but does not cross the net, it will be ruled a side out or point.

Ball Crossing the Net

A ball that crosses over the net entirely is considered good.

Part of Ball Contacting and Crossing the Net

If only part of a ball crosses the net and is subsequently hit by an opponent, the ball is considered fair play.

Player Contact With The Net

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

Reaching Over the Net

In returning the ball, a player may follow-through over the net, provided he/she first makes contact with ball on his/her side of the playing court. Players attempting a block may reach across the net but shall not contact the ball until an opponent strikes the ball in an attempt to send it back into the opponent's court. A player cannot block an opponent's set unless the set crosses the vertical plane of the net. It is then considered a free ball and both teams are entitled to it.

Recovering the Ball from the Net

A ball may be recovered and played from the net.

Crossing the Center Line-request from Captains to clarify in 2017

A player may not cross over the center line at any time. A player may step on, but cannot go over the center line. If a player lands on the center line and intentionally interferes with an opponent, it should be declared a side-out or loss of service, depending on which team committed the fault.

Simultaneous Contact by Opponents

A double fault will be called and the point replayed when opposing players contact the net simultaneously.

Dead Ball

A ball becomes dead when:

1. The ball hits the floor.
2. The ball hits two or more walls consecutively before being touched by a person on receiving team. The ball can hit only one wall in process of crossing net.
3. The ball hits the ceiling on the opponent's side.
4. The ball hits the back wall on the fly on the receiving team's side.
5. A served ball hits the net.
6. A player commits a fault.

The Honor Call

All players shall call out aloud when they hit or touch the net or commit any other fault.

Ball Passing Through 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. A ball passing through the net opening on the third hit or a serve will be a side-out or point.

Number of Contacts with the Ball

Up to three (3) successive contacts with the ball is allowed each team in order to play the ball over the net and into an opponent's court. Contacting the wall does not count as a set or play.

Contacted Ball

Any player that makes contact with the ball shall be considered as having played the ball.

Playing Two or More Walls

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

Consecutive Contact

Each contact with the ball shall be made by a different member of the same team. If consecutive hits are made by the same player, a fault will be declared.

Mishandling the Ball

Holding, lifting, scooping, pushing or carrying the ball with one or two open hands - either underhand or overhand - is a fault. A side-out or loss of serve will be called.

Simultaneous Contact by Teammates

If two 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.

Kicking the Ball—Captains clarified 2018 season

For safety reasons, kicking the ball is NOT ALLOWED.

Blocking

Any player may raise his hands above his shoulders close to the net and attempt to intercept the ball from an opponent. A block does not count as one of the three successive contacts allowed a team and may be completed before the ball passes over the net, while the ball is still in the opponent's court or just as the ball crosses the net. A block is good only if the ball is touched by the player attempting the block. A blocked ball counts as having crossed over the net. A team may attempt a block if: (a) a player on the attacking team serves or spikes the ball; (b) the opponents have made three contacts on the ball; or (c) the ball falls near the net but no player on the attacking team can reasonably make a play on the ball.

Climbing The Wall to Block

Climbing the wall to hit the ball, block a set or a serve is illegal.

Multiple Contacts with the Ball during a Block

Multiple contacts with the ball between players during a block is legal. A player who participates in a block may contact the ball on the next play. Blocking is not considered one of the three hits allowed a team.

Deflecting the Ball off the Back Wall

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

Spiking the Ball

Any player may spike the ball in **two or three** person team play only.

Dinks

A player can dink the ball with fingertips, closed fist, knuckles, or Cobra shot. No open palm can be used.

Double Fault

When two opposing players commit faults simultaneously, a double fault shall be called and the point replayed.

Penalty for a Fault

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