



## Wallyball Rules

**Participation:** All participants must have a valid Phoenix Card and be eligible for participation as listed in the Elon University Intramural Sports Participant Guide.

**Game time is forfeit time.**

Unless otherwise noted below, all NFHS Volleyball rules apply.

### 1. Game and Equipment

- 1.1. Teams must have four players to compete in any match.
  - 1.1.1. **Co-Ed:** Teams must have at least two women on the court at all times.
- 1.2. One 30-second timeout will be granted per game.
- 1.3. Match play will follow a best of three format.
  - 1.3.1. A team must win two of the three games in order to win the match.
  - 1.3.2. The team with the most combined points will serve the third game if necessary.
  - 1.3.3. Game begins with a coin toss. Winner chooses service or playing area.
- 1.4. The first server is right back player. Players rotate clockwise one position.
  - 1.4.1. Service area is in team's right, back corner of the court.
- 1.5. Players can step on the center line, but not over it.
  - 1.5.1. The short serving line in racquetball court is center line.
  - 1.5.2. A player may reach under the net to retrieve a ball that is in play by his/her team.
- 1.6. Only front row players can block at the net.
- 1.7. Screening is illegal during a serve.
- 1.8. All matches will be self officiated. The onsite supervisor will have the final decision in all matches.

### 2. Scoring

- 2.1. Rally scoring will be used throughout the match.
  - 2.1.1. The first team to 20 points (win by 2) wins the game.
  - 2.1.2. A point is scored by the team that is serving when the other team commits a violation or the ball touches the floor.
- 2.2. Contacting the net results in a side-out and/or a point.
- 2.3. Three contacts allowed per team before the ball must go over the net.
  - 2.3.1. Simultaneous contacts of the ball with two or more parts of the player's body are allowed and considered as one play.
- 2.4. Contacting two or more walls is only permitted on the OFFENSIVE team's side after a player touches the ball.
- 2.5. The ball shall not cross the net after contacting two or more walls. If it does, it is considered a side-out or loss of point.
- 2.6. A VIOLATION is any ball that hits the ceiling, back wall on a serve, or hits two or more walls on a serve or volley.
  - 2.6.1. The back wall is in play only on the team's side that is returning the serve or a volley, provided a player on the team touches it first.