

UNIVERSITY OF MASSACHUSETTS
INTRAMURAL SPORTS

MEN'S, WOMEN'S & CO-REC WALLYBALL RULES

INTRODUCTION: Wallyball is an off-the-wall volleyball game played on a squash/ racquetball/ handball court where the ball may be hit off the side walls as well as directly over the net. The ceiling is out of bounds as is the back wall if hit on a serve or volley over the net. However, the receiving team can hit or deflect the ball off its back wall to keep the action going.

Each player must present his/her [valid UMass UCard](#) to participate in each and every intramural contest.

For the full list of intramural policies and procedures, please read the [Intramural Captains Guide](#).

Team captains are responsible for the conduct and eligibility of their teams and adherence to the rules governing play.

I. TEAM

- A. A team shall consist of 3 players (*co-rec=2 men, 1 woman or 1 man, 2 women*).
1. A game cannot begin without at least 2 players per team (*co-rec=1 man, 1 woman*). A team shall maintain the minimum number of players or forfeit the game/match.
 2. Additional players may enter the game at the position to the left of the server whenever play is dead.

II. EQUIPMENT

- A. The official ball is the one supplied for the intramural program.

III. GAME

- A. A match consists of two out of three games.
1. The game is 20 points. At 17 points, standard sideout scoring occurs; that is, points can only be scored on a serve, and the preceding point winner earns the service. A team must win by 2 points.
 2. There shall be a two (2) minute intermission between games of a match.
- B. Winner of coin toss will choose between service or side of court.
1. The serve will alternate for game two and, if necessary, for game three.
 2. Teams will exchange court side after each game.
 3. No court exchange shall take place midway through the third game.
- C. Substitutions
1. Unlimited substitutions are permitted during any dead ball situation with entry at the server's position. The substitute must remain in the rotation until his/her turn at serve.
- D. Timeouts
1. Each team shall be allowed two (2) timeouts of one (1) minute duration per game.

IV. RULES OF PLAY

- A. Out of Bounds
1. The ball shall be called out whenever it hits the ceiling or back wall on the opponent's side or hits 2 or more walls consecutively on a serve, volley, or block.
- B. In Bounds
1. The back wall is in play only on the side of the team that is returning the serve or volley, provided a player on that team touches the ball first.
 2. 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.
- C. A team is allowed three (3) contacts on a side.
1. Hitting the wall is not considered a contact.

2. 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 walls without making contact with a player, a sideout or loss of serve will be called.
3. Deflecting the ball off the back wall is permitted provided that the player contacts the ball in such a manner that the ball deflects off the back wall on that player's side of the court and goes over the net.
4. Climbing the wall to block a set or serve is illegal.
5. Any player may spike the ball in two or three-person team play.

D. Service

1. Service must take place inside the designated serving area (an arm length off the back wall).
2. A served ball that hits a wall on either the serving team's side or the receiving team's side is good provided the ball contacted only one wall before landing in the opponent's court.

E. Summary of wallyball faults (resulting in point or sideout)

1. Ball hits 2 or more walls consecutively on serve (receiving side only).
2. Ball served or played hits opponent's back wall on the fly.
3. Ball directly hits ceiling on opponent's side.

V. **OFFICIATING**

A. Wallyball matches are self-officiated

1. An intramural supervisor will be present to answer any questions.
2. Game score should be announced by the server prior to the serve.
3. The winning team is responsible for reporting the match results on the scoresheet.

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