

Recreational Services

Walleyball Rules

1. Teams may be composed of either 2 or 3 players.
2. Matches will be 2 out of 3 games, each game played to 12 points rally scoring then 21 regular. You must win by two points. There is a 23 point cap on all games. If a third game is needed the scoring will be to 12 points rally scoring and then regular scoring to 15 (17 point cap).
3. Teams are allowed 2 time-outs per match.
4. Teams are allowed 2 minutes between games.
5. Teams may substitute players in at the server position only.
6. The service area runs the entire width of the court and extends 3 feet from the back wall. Thus you may serve anywhere along the back wall.
7. A served ball that hits the wall on either side is good provided the ball contacted only one wall before landing in the opponent's court.
8. A served ball will be considered a fault (point or side out) if the ball contacts the net or net hardware.
9. In two and three person Walleyball, players may line up in any position when serving or receiving, only the service order (rotation) must be maintained.
10. Any ball passing through the net opening on the first or second contact of a volley will be **REPLAYED**. A ball passing through on the third contact will be a point or side-out.
11. 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 point or side-out will be called.
12. If a player contacts the ball in such a manner that the ball deflects off the back wall on his/her side of the court and goes over the net, the ball shall be considered good.
13. The ball shall be called out of bounds whenever it hits the ceiling or back wall **ON THE OPPONENTS SIDE** or two or more walls consecutively on a serve, volley, or block.

14. A ball which spins off the net into an opponent's court and subsequently returns to the team originally in possession of the ball shall be good, provided it occurred on the first or second contact by the team. If the ball spins off the net on the third contact allowed a team, a point or side-out will be called. Any team member other than the last player to contact the ball can participate in the second or third hit after a ball returns from spinning into an opponent's court.
15. A team may contact the ball 3 times.
16. Blocks do not count as a contact.
17. The ball may not come to rest, or sit in a player's hands, or roll up their arm. Scooping, lifting, shoving, or throwing the ball shall be considered as holding.
18. One player may not contact the ball twice consecutively.
19. You may not make any attempt to block a serve, and net serves are not allowed.
20. A player may not set receive a serve.
21. A player cannot be in the net at any time.
22. A player will not be called for crossing the line under the net unless they interfere with their opponent's play.
23. The ball cannot be kicked or touched by a player's foot.

Saved as: K:/RecServe/Intramurals/IM Rules/wallyball

Updated: 6/8/2012 by Brittany Jaminet