

Wallyball League Rules

Number of Players: Minimum of three persons per team. 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.

Four Person Rule: Four-person play, the server on offense or defense cannot spike or block.

Honor Call: Referees not provided. Teams are expected to call their own fouls, violations, etc.

Number of Games: All matches shall consist of the best two out of three games, unless otherwise determined.

Points and Faults: 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.

Faults : 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.

Match: A coin toss, or simple rock-paper-scissor, between team captains will decide either the choice of court side or service to start the match. The loser of the coin toss chooses the remaining option. The team not serving first the first game shall serve first the second game. 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.

Time Between Games: 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.

Playing Two or More Walls: Contacting two or more walls with the ball is allowed 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 side out of serve will be called.

Out of Bounds: The ball shall be called out of bounds whenever it hits the ceiling, the 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.

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.

Ball Contact with 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. A ball that crosses over the net entirely is considered good. If only part of a ball crosses the net and is subsequently hit by an opponent, the ball is considered fair play as if having crossed the net.

Player Contact With The Net: A player or any part of his body or clothing 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. A double fault will be called and the point replayed when opposing players contact the net simultaneously.

Reaching Over the Net: In returning the ball, a player may follow-through over the net, provided he/she first makes contact with the 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. A ball may be recovered and played from the net.

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.

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 their 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.

Receiving the Serve with an Open Hand Pass: It is illegal for a player to receive a serve with an open hand pass.

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 the opponent's court. Contacting the wall does not count as a set or play. Any player that makes contact with the ball shall be considered as having played the ball. 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.

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.

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.

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

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.

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