

# WALLYBALL

## League Rules



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## 1. EVENT COORDINATORS

An Event Coordinator (EC) is a player in the league who is already registered on a team for that specific season, who has agreed to help coordinate games and manage the facility.

### ROLES OF THE EC

- Arrive early, and act as the onsite contact for the facility
- Bring all required equipment to the facility and coordinate the set-up
- Update players with pre-game announcements
- Ensure that games start and end on time
- Record the scores and submit to the CSSC office

### ROLES OF PLAYERS IN AN EC'D LEAGUE

- Record the game results on the score sheet after each game/match
- Help the EC set-up and take-down the equipment before and after the games are played

## 2. COURT REQUIREMENTS

League	Total # of Players Required on the Court	Minimum # of F Players Required on the Court	Maximum # of M/X Players Allowed on the Court
3's	3	1	2

The CSSC welcomes people of all gender identity or expression. Minimum female player requirements are inclusive of anyone who identifies as a female (i.e. players who identify themselves as M and X will not count towards female player minimums).

## 3. DEFAULT MINIMUMS & SCORES

League	Minimum Players to Avoid Default	Default Score
3's	2 (1 Female Player)	0-21; 0-21; 0-21

## 4. FORMAT & EQUIPMENT

### GAME FORMAT

- Players should arrive 15 minutes prior to the scheduled game time
- Teams will play double-opponent format and have two matches per night
- Each match will consist of 5 games

- The team that wins the most games throughout the match is the winner
- All 5 games are required to be played even if a team has already won the match

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## SCORING

- All games use a rally-point scoring system
- The first team to 21 points wins the game (do not have to win by 2 points)
- A total of 5 combined points must be played in a game for the result to count
  - If the EC is required to call 'time' on a match, finish the current point
  - The score will stand as-is, unless the combined score in the current game has not reached a total of 5 points, in which case the game will not count
  - **Regular Season:** ties are allowed
  - **Playoffs:** ties are not allowed:
    - If each team has won the same number of games, and a total of 5 points have not been played in the 5<sup>th</sup> game, the team with the higher combined point differential in Games 1 through 4 is the winner
    - If still tied, one additional point must be played to determine the winner

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## EQUIPMENT

- Players must wear clean, non-marking, indoor shoes
  - No outdoor shoes are allowed
- Wallyballs will be supplied by the Event Coordinator
- Knee pads are permitted to be worn by players
- Fitness gloves are permitted to be worn by players

## 5. GAME PLAY

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### SUBSTITUTIONS

- If teams have more than 3 players present, they can make a substitution during a game
- Each team can make a maximum of three substitutions per game
- Substitutes must stand outside of the racquet court, they cannot be inside the area of play

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### SERVICE

- Teams can use any suitable means to determine who gets to serve first or pick a side
- Service alternates between teams for the start of each game
  - For the 5<sup>th</sup> game, teams need to re-determine who gets to serve first or pick a side
- Only one toss or release of the ball is allowed per serve
- The server must stand behind the service line located 3 feet from the back of the court
- **The server should call out the score after each point, before serving the ball**
- If a serve touches the net on the way over, the ball is in play
- Over-hand serves are permitted
- Jump serving is not permitted

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## SERVICE ROTATION

- There are no restrictions on court positions
  - However, service rotation must remain the same throughout the game, including any substitutions
- Teams must keep an even service rotation throughout each game, including any substitutions
- There is a maximum of 5 consecutive points allowed per server
  - If the maximum is reached, the team will rotate to the next server and keep possession

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## PLAYING THE BALL

- A maximum of three touches or hit per side is allowed (excluding any blocks)
- A single player may not touch the ball twice in succession (unless the first touch is a block)
- A player may **not** contact the ball below the waist (no kicking the ball!)
- A ball that rolls along a player's body is deemed an illegal hit
- No open-handed tipping (one handed redirection of the ball with the finger-tips)
  - Roll shots, locked fingers (cobra), curled fingers and the back of the hand are all permitted
- Hard-smashing is permitted in a controlled manner
- Players cannot block or spike a served ball
- A double-hit off the serve, or a hard spike is allowed
  - Includes a ball hitting the defender and then the net, the player could hit the ball again
- A ball passing through the side opening of the net on the 1<sup>st</sup> or 2<sup>nd</sup> contact results in a re-serve
- Players may not climb or use the walls as leverage when hitting the ball or blocking

## WALL RULES

- A multiple wall hit is permitted on your own side of the net, as long as the player who hit the ball is not the first player to touch the ball again
- A ball that contacts multiple walls on the opposition's side of the court before contacting the ground is out of play
- A ball that contacts the back wall on the opposition's side of the court is out of play
  - **Exception:** If the offensive team hits the ball off the opposition's back wall and it comes back over the net before touching the floor or an opposing player, the offensive team may play the ball again, but if two walls are touched, a different player must play the ball rather than the player who made the initial contact
- A ball that contacts the ceiling on the opposition's side of the court is out of play
- Teams can play the ball off the walls on their own side of the net, including the back wall and ceiling

## NET RULES

- Players are permitted to play the ball off of the net
- Players are permitted to penetrate into the opponent's space under the net, as long as they do not interfere with the opponent's play, including the opponent's feet
- Players may not pass their hand over the net to interfere with an opponent's attack
- Players are permitted to pass their hand over the plane of the net when:
  - Blocking
  - Following-through on a spike

- Players may contact the net as long as it does not interfere with play
- Net contact resulting in interference is defined as:
  - **Touching the top band of the net** while playing the ball, including a fake attack
  - Taking support from the net while playing the ball, or pulling down on the net
  - Hindering the opponent's ability to play the ball
  - Purposely touching the net to change the direction of the ball

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## VIOLATIONS AND FAULTS

Players are to call their own faults. If an obvious fault is missed, a player on the opposing team may politely point this out, assuming that their opponent either does not know the rule or missed their own fault. Generally, teams should NOT call faults against their opponents.

- Players are to call balls in or out of play
  - If there is a dispute, resume play by re-serving the ball with no point awarded
- Other faults include:
  - Carries, double-hits, multiple-wall hit, touching the net, going under the net, and contacting another player