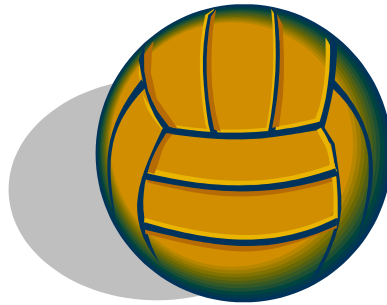


Bucknell University Recreation Services Intramural Walleyball Rules



Court Area and Equipment

- All matches will be played on Gerhard Fieldhouse racquetball courts.
- The service area is designated by a line, 3ft from the end wall. The service area extends the entire length of the end wall.

Scoring and Time-Outs

- All matches shall consist of the best two of three games. The 1st and 2nd games are played to 15 points. The games will be Win by 2 pts. Or first to 18 pts. The 3rd game, if necessary, will use the "rally point" system, and will also be Win by 2 pts. Or first to 18.
- In games 1 and 2 of the match, the serving team receives a point when the receiving team commits a fault. 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. If a third game is necessary, the "rally point" system is used with a point awarded to the team winning the volley. The team winning the volley also serves next during the rally scoring.
- Each team shall be allowed two time-out periods of 30 seconds each per game.
- The team who called the time-out may end the time-out period before 30 seconds has expired by indicating they are ready to resume the game.

Rules of Play

- A rally will determine which side serves first. The team who wins after three rallies receives the service. The team not serving first in the first game shall serve first in the second game.
- The team with the most total points (the total points scored in games 1 & 2) shall choose the playing side or first serve in the deciding game.
- The ball shall be called out of bounds whenever it hits the ceiling or back wall on the opponents side.
- Any time the ball is hit outside the court area on the first or second hit, the ball shall be declared dead and the point replayed. No loss of point or serve will be called. However, if the ball is hit into the spectator's gallery in the third hit, a point or side-out will be called.

If the ball touches the opponent's ceiling before leaving the court area, the ball will be called out of bounds and a side-out declared.

- The back wall is in play except, when it is hit by a ball that has traveled over the net and has not made contact with a player on the receiving side. (i.e. on a Serve)

Players and teams - make-up and positions

- Players equipment:
 - Shoes must be in compliance with the Kenneth Langone Athletics and Recreation Center athletic shoe policy for racquetball courts. Shoes shall be required at all times. Shoes with black soles are NOT PERMITTED.
 - Jewelry is not allowed
 - Hats and bandannas are not permitted. Plastic, metal or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.
 - Supports are permitted on other parts of the body as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least ½ inch foam rubber (or ¼' closed cell, slow recovery foam rubber).
- A team consists of four players on the court. The team must have a minimum of 2 players to start the match. CO-REC TEAMS CONSIST OF 2 MEN AND 2 WOMAN OR 3 WOMEN AND 1 MAN. IF A TEAM CONSISTS OF 3 OR 2 PEOPLE AT THE START OF A MATCH, A CO-REC TEAM MUST CONSIST OF AT LEAST 1 MAN AND 1 WOMAN.
- Before the start of the match all players, including substitutes, must check in on the scoresheet. At least two players must be present at the scheduled starting time to avoid a forfeit.
- Substitution of players may be made when the ball is dead, on the request of either playing captain. A team is allowed an unlimited number of substitutions.
- A player starting a game may be replaced by a substitute and may subsequently re-enter the game, but in the original position in the serving order in relation to other teammates. The starter and the substitute may replace each other an unlimited number of times throughout the game. There may be a maximum of two players participating in any one position in the service order (except in case of accident or injury requiring abnormal substitution).

The Serve

- 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 his arm, in an attempt to send the ball over the net and into 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. If it contacts the back wall it is a fault. A serve must be cleanly struck.
- When the ball is contacted, no part of the server's body can be in contact with the service line.

- Players must maintain the serving order that started the game. Serving order may be changed after each game only. The person who is serving cannot spike or block.
- It is illegal for a player to receive a serve with an open hand pass, or to set the serve.

Play at 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, wait until a fourth contact is made or the ball hits the ground before stopping play.
- A player or any part of his body or uniform that touches the net while the ball is in play will be charged with a fault, unless the ball is driven into the net with such force that it causes the net to touch a player.
- 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 the opponent strikes the ball in an attempt to send it to the blocker's side of the net. A player cannot block an opponent's set unless it crosses the vertical play of the net.
- A player may step on, but cannot cross the center line.
- A ball directly above the vertical play of the net may be played by either team.
- 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 serve will be a side-out or point.

Playing the Ball

- **CO-REC: A FEMALE TEAM MEMBER SHALL MAKE ONE CONTACT WITH THE BALL, IF THE BALL IS PLAYED MORE THAN ONCE BY A TEAM.** A block does not count as one of the three contacts allowed by a team. If the ball is blocked by a male player, another male player may hit the ball back into the opponent's court.
- Up to three contacts with the ball are allowed for each team in order to play the ball over the net into the opponent's court. The block does not count as a contact. The ball contacting the wall does not count as one of the three allowable contacts.
- A player who participates in a block and makes only one attempt to play the ball during the block may make successive contacts with the ball during such play even though it is not a hard driven spiked ball. Players participating in a block may participate in the next play; this second contact shall count as one of the three hits allowed to a team.
- Contacting two or more walls with the ball is allowed only by the team in possession of the ball on their own side of the court, 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 or loss of serve will be called.
- Holding, lifting, scooping, pushing or carrying the ball with one or two open hands, either underhand or overhand, is a fault, and a side-out or loss of serve will be called.
- If two players on the same team hit the ball simultaneously, one contact with the ball will be called and either player may contact the ball on the next play.
- Any player, except the right back player (server), 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 attempted 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 opponent's 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.

- 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.

Team and Player Faults Committed During Play

- When two opposing players commit faults simultaneously, a double fault shall be called and the point replayed.
- When opposing players commit faults at approximately the same time, the team that committed the fault first shall be penalized. If it cannot be decided which team committed the fault first, a double fault will be declared and the point replayed.
- A fault called on the serving team will result in a side-out and the ball turned over to the receiving team. If the receiving team commits a fault, the serving team shall score a point. In rally scoring (3rd game), a fault results in a point and the serve to the opposing team.
- Any of the following faults committed during play by a player or team shall count as a fault:
 - The ball is played more than three times by a team.
 - The ball touches the ceiling on the opponent's side.
 - The ball hits two or more walls consecutively on the receiving team's side.
 - The ball is hit twice by the same player consecutively.
 - The net is touched by a player while the ball is in play.
 - A player crosses the center line.
 - The ball hits the floor of the court.
 - A ball contacts a player below the waist.
 - A player holds, carries, scoops, or lifts the ball.

Conduct and Sanctions

- Players shall observe the rules of Walleyball and the policies of the Office of Recreation Services at all times.
- The team captain shall be responsible for the conduct and behavior of his/her team. Improper conduct is subject to sanction.