



## 4v4 WALLYBALL RULES & REGULATIONS

Please consult the Intramural Sports Participant Handbook for the complete list of Intramural Sports policies.

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### Facility

1. Games will be played at the Student Recreation Center (SRC) in the Racquetball Courts.
2. All games are self-officiated; a Supervisor will be present.

### Eligibility

1. Please reference the Intramural Sports Participant Handbook for player eligibility guidelines.
2. The Competitive Sports staff assumes responsibility for the investigation of eligibility for all participants upon request. University ID or SRC membership cards will be required during all intramural activities. Any individual the Competitive Sports staff deems to be ineligible will not be allowed to participate.
3. Participants must have an SRC membership and purchase an IM All Access Pass before being permitted to play any intramural sport activity. Information on applying for an SRC membership card can be found on WVU's website, found here: <https://campusrecreation.wvu.edu/membership> or at the SRC Front Desk. Information on purchasing IM All Access Passes can be found on WVU's website, found here: [www.wvugo.wvu.edu](http://www.wvugo.wvu.edu) or at the SRC Front Desk.

#### 4. Students

- a. All graduate and undergraduate students enrolled in academic courses are eligible to participate in Intramural Sports activities.

#### 5. Faculty and Staff

- a. All full-time and part-time faculty and staff members at WVU are eligible to participate in Intramural Sports activities given that they have obtained an SRC membership card.

#### 6. Spouses/Affiliates

- a. Spouses of full-time and part-time students, faculty and staff members are eligible to participate in Intramural Sports activities given that they have obtained an SRC membership card.
- b. Employees who are classified as "Affiliates" with West Virginia University are eligible to participate in Intramural Sports activities given that they have obtained a WVU membership card.

#### 7. Varsity Student Athletes, Coaches, and Staff

- a. Any person whose name appears on a collegiate varsity, junior varsity, or freshman roster as a player or a coach will be ineligible in that specific intramural sport after August 1<sup>st</sup> in the year they have quit the team, or their eligibility has expired. This includes all players who are "red shirted" in any sport, anyone who practices with a team regularly but does not participate in intercollegiate competition, and coaches, staff, or other individuals listed on the team roster.
- b. Former collegiate varsity athletes may participate in their related sport once eligible, however they must participate in the Competitive League (if offered, regardless how long they have been removed from a varsity roster) and a limit of one player is allowed per team roster in all sports.

#### 8. Sport Club Members

- a. Sport club members are defined as individuals who meet any one of the following criteria:

- i. Name appears on sport club team roster during the academic year
  - ii. Signed a consent form and is actively participating in club functions
  - iii. Actively participating with the club during their season
- b. Current sport club members may participate in their related sport either in competitive or recreational leagues, but must adhere to the following restriction:
  - i. 2-4 player teams = 2 club members
  - ii. 5-8 player teams = 3 club members
  - iii. 9+ player teams = 4 club members

**Game Time & Timing Regulations**

1. Teams will have 45 minutes to play 1 match (3 games). Each game should be approximately 15-20 minutes.
2. Each team will be granted one 30 second time out per match.
3. Games will be self-officiated. Players will call in/out, net violations and ball handling. If there is a dispute the supervisor will make the final judgement.

**Mercy Rule**

1. There is no mercy rule for Intramural Wallyball.

**Player Equipment**

1. Head decorations, head wear, and jewelry are illegal. Only headbands no wider than 2 inches made of nonabrasive, unadorned, single-colored cloth, elastic, fiber, soft leather, pliable plastic, or rubber will be permitted during the game. No bandannas (“do rags”) or baseball caps are allowed.
2. All jewelry of any type must be removed.
3. All players must wear non-marking, rubber-soled, close ended athletic shoes.
4. While it is not necessary, all players are encouraged to wear the same colored shirt or jersey.
5. You must schedule an appointment with a Competitive Sports Coordinator prior to playing if you have a special equipment need (i.e. medical). All equipment decisions made on site by the Intramural Staff on duty shall be final.

**The Team**

1. A team will consist of 4 players. A team may start with 2 players. Play must start if 3 players are present at game time. If 2 players are not present at the allotted game time, the team short on players will lose 2 points for every minute they are late, plus loss of game time.
  - a. **CO-REC:** A team playing with 4 players must be 2F and 2M. A team playing with 3 players must be 2F and 1M or 1F and 2M. A team playing with 2 players must be 1F and 1M.
2. If at game time a team is not ready for play, a grace period of up to 5 minutes will be automatically enacted. The game clock will run through the grace period. (Ready for play means dressed, on the field, & signed in).

Minutes Late	Penalty	Sportsmanship
0-4:59 minutes	Awarded one point per minute	Max 3.0
5 minutes	Forfeit	Max 2.0

3. Valid WVU ID cards are required for participation.

## Substitutions

1. Entire Team Rotation
2. A substitute rotates into a designation whenever a rotation occurs. Example: the sub always comes in for the server.
3. For CO Teams: The serving MUST alternate between genders when playing with a full team.
  - a. For example: (Man, Woman, Man) or (Woman, Man, Woman)

## Start of Play

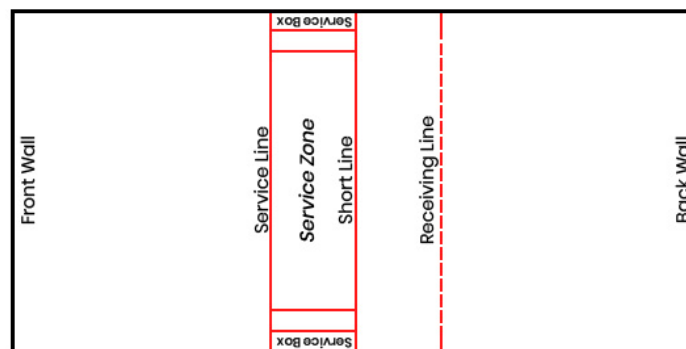
1. The initial service will be determined by rock, paper, scissors between the captains at the team meeting to start the game. The team that does not serve will choose sides for the first game, then serve first on the second.
2. A serve is made by striking the ball with one hand or any part of the arm to send the ball into the opposition's side of the net.
3. The service order must be kept throughout the game.
4. The server must serve the ball from within a foot on the back wall.

## Scoring

1. All games are played with rally scoring.
2. A match is won by the team who wins the best 2 out of 3 sets. The first and second set are to 25 (point cap at 27) and the third set is to 15 (no point cap).

## Court Dimensions

1. The playing area consists of the entire racquetball court. Only players and Intramural staff are allowed within the playing area.
2. The ball shall be called out of bounds whenever the ball hits the back wall or the ceiling.
3. All sidewalls are considered in-bounds and any hit may bounce off them.
4. Any ball that touches the net is considered in-play.



## Violations

1. Ball Contacts
  - a. When playing the ball, each team is allowed up to three touches before the ball must go over the net.
  - b. Players are not allowed to hold the ball, lift it, scoop it or carry the ball.
  - c. The defending team may not block or spike the ball on the serve.
2. Net/Centerline Play
  - a. Players should not touch any part of the net whilst the ball is in play.
  - b. If they do, a fault will be called and the other team will receive a point.

## **Sportsmanship**

Teams will receive a rating each week, by the supervisors' discretion, on a scale of 1.0-5.0, that will create an average at the end of the season. They must have an average of a 3.0 or above to be eligible for playoff participation. Sportsmanship ratings are outlined as follows:

5.0 = Superior → Outwardly enthusiastic and courteous to other teams and their players

4.0 = Good → Respectful, pleasant behavior, no warnings

3.0 = Average → Overall acceptable behavior, some issues with individual participants, receive and adhere to verbal warnings, no unsportsmanlike conduct fouls

2.0 = Poor → Little control over unsportsmanlike behavior, multiple unsportsmanlike conduct fouls, no ejections

1.0 = Unacceptable → No control over unsportsmanlike behavior, one ejection

*Further questions can be directed to [intramural.sports@mail.wvu.edu](mailto:intramural.sports@mail.wvu.edu).*