**LEAGUE COORDINATOR:**
Thomas Dietrich  
Program Assistant, Competitive Sports  
(352) 273-2440  
Tdietrich@recsports.ufl.edu  

**REGISTRATION DATES:**
- **Begins:** January 2nd, 2019  
- **Ends:** January 23rd, 2019 at 12:00 pm  
  
Teams MUST have at minimum two players on their rosters to participate.  

**LEAGUES OFFERED:**
Open (Any combination of males and females)  

**EVENT DATE:**
January 23rd, 2019  

**FREE AGENTS:**
Participants looking to join a team are able to join through the IMLeagues website registering as a free agent.  

**CAPTAIN’S MEETING:**
There will not be a Captain’s Meeting for this Special Event.  

**EVENT SITE:**
Southwest Recreation Center - Basketball Courts 3-4  

**GAME:**
Exact scoring will be determined once the number of teams is solidified.  

**TIMEOUTS:**
One time out will be given to each team per match.  

**FORFEITS:**
GAME TIME IS FORFEIT TIME. A team consists of any combination of males or females. A team must play with two members. If one of the team’s members gets injured or cannot finish out the tournament, another player may be added to the roster. This player may be used as a sub, but must only sub in for one player. At game time, if one player is present and checked in, the team may use the 10 minute rule to reach the full 2 members needed to play in the match.  

**SPORTSMANSHIP:**
Each team begins the game at a sportsmanship rating of 8. The conduct and demeanor of the team before, during, and after the event will determine whether the sportsmanship rating is raised, lowered, or kept the same. It is highly encouraged that you speak with the on-site supervisor to check your sportsmanship rating during and after a game.  

**CHAMPIONSHIPS:**
Intramural Sports Championship T-shirts will be awarded to the winning team in the tournament. A maximum of 3 shirts per team.

**RULES REVIEW:**
- When the serving team’s score is even (0, 2, 4, 6, 8, 10) the player who was the first server in the game for that team will be in the right-side court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left-side court when serving or receiving.  
- When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before returning, thus two bounces. After the ball has bounced once in each team’s court, both teams may either volley the ball (hit the ball before it bounces) or play it off a bounce (ground stroke).  
- The non-volley zone is the court area within 7 feet on both sides of the net.  
  - Volleys is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.  
  - It is a fault if, when volleying a ball, the player steps on the non-volley zone, including the line and/or when the player’s momentum causes them or anything they are wearing or carrying to touch the non-volley zone including the associated lines.  
  - A player may legally be in the non-volley zone any time other than when volleying a ball.  
  
- A ball contacting any line, except the non-volley zone line on a serve, is considered “in.”  
- A serve contacting the non-volley zone line is short and a fault.  
- A fault occurs when:  
  - A serve does not land within the confines of the receiving court.  
  - The ball is hit into the net on the serve or any return.  
  - The ball is volleyed before a bounce has occurred on each side.
The ball is hit out of bounds.
- A ball is volleyed from the non-volley zone.
- A ball bounces twice before being struck by the receiver.
- A player, player’s clothing, or any part of a player’s paddle touches the net or the net post when the ball is in play.
- There is a violation of a service rule.
- A ball in play strikes a player or anything the player is wearing or carrying.
- A ball in play strikes any permanent object before bouncing on the court.

REGISTRATION PROCESS:

1. Register your IMLeagues Account
   a. Go to [https://rsconnect.recSports.ufl.edu](https://rsconnect.recSports.ufl.edu).
   b. Click on the intramurals tab (located in the middle of the page, you’ll see other tabs such as Facilities, Aquatics, etc.)
   c. Sign into the account using your Gatorlink username and password.
   d. Click on the orange and white imleagues banner.
   e. You will be brought to the IMLeagues page. Complete all the required information and click Submit.
   f. Click the University of Florida link at the top of the page.

2. Signing Up A Team For An Intramural Sport
   a. Log in to your IMLeagues account using your gatorlink username and password.
   b. Click the Create Team button at the top right of your Use Homepage OR click on the University of Florida link and go to the school’s homepage on IMLeagues.
   c. Select Wallyball and the League you wish to play in (if registration has not opened yet, you may organize your team in the Waitlist. Once registration opens you must log in and move your team from the Waitlist to desired league).
   d. Click Create Team.
   e. There is no captain’s quiz for the Wallyball Tournament.
   f. If registration has not opened and your team has been added to the wait list, once league registration opens you must move your team to desired league.
      i. Log in to your imleagues.com account.
      ii. Select your Wallyball team from the “Teams” section on your homepage.
      iii. A red banner will appear at the top of the next screen prompting you to “click here” to view open spots in leagues.
      iv. Review open spots and move into desired league.
      v. If there are no remaining spots, leave your team on the waitlist and you will be contacted by an intramural staff member.
   g. Remember, you are not selecting a time but merely a spot in the division. Teams will be randomly assigned a spot in the bracket by the intramural staff.

3. Joining An Intramural Sports Team
   a. Create a Team (for team captains only)
      i. Invite members to the team
         - If team member has already registered on IMLeagues, search for his/her name and invite him/her, all invited members must accept the invitation to be added to your team
         - If team member is not registered on IMLeagues, scroll down to the “Invite by Email Address” box and input his/her email address.
   b. Join a Team
      i. Click the orange Join Team icon button at the top of your homepage.
      ii. Select Wallyball and the League which your desired team is registered.
      iii. A list of teams playing in that division will load, select the team you wish you join by clicking the orange Join Team icon.
      iv. Agree to the waiver and fill in all necessary information.
      v. A message will be sent to the captain of the team you asked to join, once the captain has given approval you will be added to the roster.

You may organize your team early on the Waitlist (training, quiz and adding team members). However, once registration opens you MUST move your team from the Waitlist to desired Division; otherwise your team will remain on the waitlist and not be scheduled for play.

**Note: IMLeagues offers a live support button on the top right corner of all pages, should you encounter any difficulties**