



Each player must present a valid UF Gator 1 Card before each contest to be eligible to participate. No Exceptions.

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Health Care Center before participating in Intramural Sports.

Wallyball will be self-officiated. Any conflicts will be handled by the Intramural Supervisor on duty who will have absolute control over all final decisions.

Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in an ejection or forfeiture of the game.

Any rule not mentioned in the following will be governed by the National Federation of State High School Association rules for Volleyball.

1. Team Requirements and Equipment

- 1.1** A team shall consist of 4 players. A team may start with a minimum of 3 players. All players must be checked in with the intramural supervisor before they are allowed to participate.
- 1.2** ALL TEAMS WILL BE CO-REC. A team consists of 2 males and 2 females. No team will be allowed to play with more than 2 members of either gender at any time.
- 1.3** All players must wear non-marking rubber-soled athletic shoes.
- 1.4** Jewelry may not be worn.
- 1.5** Casts and/or any other item deemed to be dangerous by the supervisor or athletic trainer may not be worn during the game. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 2 inch of slow recovery rubber or similar material will be allowed.

2. The Game

- 2.1** All matches will consist of the best two out of three games. All games will be rally scoring: Rally scoring means a point is won on each serve, no matter whether the team who won the point served the ball or not. In the first two games a game shall be won by the team which has earned 21 points and a two point advantage. If the score is tied 21-21, then the first team to gain a two point advantage is the winner (cap at 25 points). In the third game, the team which achieves 15 points first is declared the winner. If the score is 14-14, then the first team to gain two points in a row will be declared the winner. There will be no cap on the 3rd game.
- 2.2** A coin toss at the beginning of the match will determine the choice of court or service. The team which does not serve first in game one will serve first in game two. Teams must switch sides between the first two games. A coin toss will be conducted for the choice if there is a third game.
- 2.3** One time out will be given to each team per game.

3. Playing the Ball

- 3.1** Maximum of three team contacts: Each team is allowed a maximum of three successive contacts of the ball in order to return the ball to the opponent's area. The only exception to this rule is that a block is not considered to be one of the three contacts.
 - 3.1.1** One player of each gender must hit the ball at least once if the ball is contacted two or more times before being returned over the net. Failure to do so will result in a point and a side-out.
- 3.2** Contacted ball: A player who contacts the ball shall be considered as playing the ball.
- 3.3** Contact of the ball with the body: The ball may be hit with any part of the body on or above the waist, but cannot come to rest visibly on the body. If the ball hits below the waist, it shall become dead.
- 3.4** Illegal hit: An illegal hit occurs when the ball visibly comes to rest or has prolonged contact with a player. Holding, catching, throwing, lifting, and pushing are illegal hits because of



prolonged contact with the ball. Rolling is considered an illegal hit because there is continued and steady contact between the ball and the player's body.

- 3.5** Double hit: A double hit occurs when a player illegally contacts the ball twice in succession or the ball rebounds from one part of the body to another on a single attempt to play the ball.
- 3.6** Simultaneous contact by the opponents:
 - 3.6.1** If the ball is simultaneously contacted by two opponents, then the team on whose side the ball falls into shall have the right to play the ball three times.
 - 3.6.2** If the ball is held simultaneously by two opposing players, it is a double fault.
- 3.7** Net play: A ball contacting and crossing the net shall remain in play provided contact is entirely within the playing area. Exception: A service hitting and not clearing the net results in a dead ball.
- 3.8** Net foul: A net foul occurs while the ball is in play and:
 - 3.8.1** a player contacts any part of the net including the cable attachments. It is not a foul when a player's hair touches the net, or the force of the ball hit by an opponent pushes the net or net cables into the player.
 - 3.8.2** there is interference by a player who makes contact with an opponent who is making a legitimate effort to play the ball.
- 3.9** Blocking the ball: A ball which is entirely on the opponent's side of the net is permitted to be blocked when the opposing team has had an opportunity to complete its attack. (Note: The serve may NOT be blocked). The attack is considered complete when the:
 - 3.9.1** attacking team has completed their three allowable hits.
 - 3.9.2** attacking team has had the opportunity to spike the ball or directs the ball with the intent to return it to the opponent's court.
 - 3.9.3** ball is falling near the net on the attacking teams side and no member of the attacking team could make a play on the ball.
- 3.10** Out of Bounds: The ball shall be called out-of-bounds whenever it hits the ceiling, back wall on the opponent's side or two or more walls consecutively on a serve, volley or block.
- 3.11** Back wall in play or out of bounds: *The back wall is playable only on the side of the team that is returning the serve or volley, provided a player on that team touches the ball first.* A ball can hit the back wall and over the net directly (when being played by your side), but if two walls are touched, another player must touch it before going over the net.
- 3.12** Ceiling in play or out of 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.*

4. Service

- 4.1** The service area is 3 feet from the back wall.
- 4.2** The player in the right back position shall put the ball in play by hitting it with one hand only in an attempt to send the ball over the net and into the opponent's court.
- 4.3** The server may contact one 1 side wall on opponent's side of the court. A serve that contacts more than one 1 wall or the back wall before contacting the ground or an opponent shall be considered illegal and a side-out shall be awarded. Serves that hit the net are considered in play.
- 4.4** Hitting two 2 or more walls consecutively on the serve shall be considered out of bounds/illegal.
- 4.5** At the moment of service it is illegal for players on the serving team to wave their arms, jump or form groups of two or more players for the purpose of forming a screen to conceal the action of the server.
- 4.6** The serve may not be blocked or attacked by the receiving team.

5. Live ball/Dead ball

- 5.1** The ball becomes live when it is legally contacted for the service.
- 5.2** The ball becomes dead when:
 - 5.2.1** the ball strikes the floor.
 - 5.2.2** a player commits a fault.
 - 5.2.3** a served ball does not clear the net
 - 5.2.4** the ball while crossing the net hits the ceiling, back wall of opponent's side or two walls consecutively on service, volley or block.
- 5.3** The point shall be replayed if a ball from an adjacent court enters the playing area.

6. Net Play Addendums

- 6.1** TOUCHING 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 (3) 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.
- 6.2** BALL CROSSING THE NET: A ball that crosses over the net entirely is considered good.
- 6.3** PART OF THE BALL CONTACTING AND CROSSING NET: If only part of the ball crosses the net and is subsequently hit by an opponent, the ball is considered as having crossed the net.
- 6.4** PLAYER CONTACT WITH THE NET: A player or any part of his body or uniform 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 a player.
- 6.5** REACHING OVER THE NET: In returning the ball, a player may follow-through over the net provided he first makes contact with the ball on his 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 count. A player cannot block an opponent's set. If an opponent's set crosses the vertical plane of the net, it is considered a free ball and both teams are entitled to it.
- 6.6** RECOVERING THE BALL FROM NET: A ball may be recovered and played from the net.
- 6.7** CROSSING THE CENTER LINE: A player may not cross over the center line at any time. A player may step on, but cannot go over the center line. If a player lands on the center line and intentionally interferes with an opponent, the referee shall declare a side-out or loss of service, depending on which team committed the fault.
- 6.8** SIMULTANEOUS CONTACT BY OPPONENTS: A double fault will be called and the point replayed when opposing players contact the net simultaneously.
- 6.9** BALL CROSSING THE VERTICAL PLANE OH THE NET: A ball that crosses beneath the vertical plane of the net may be played or returned by the attacking team player provided he does not interfere with an opponent.
- 6.10** BALL DIRECTLY ABOVE THE VERTICAL PLANE OH THE NET: A ball directly above the vertical plane of the net may be played by either team.
- 6.11** THE BALL PASSING THROUGH THE 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 serve will be a side-out or point.