

Wallyball - Rules

Each player must present a valid Mason G Card before each contest to be eligible to participate.

No ID...No Play...No Exceptions!

Eligibility

Below are the guidelines that participants must follow in order to be eligible to enroll or play in the George Mason Intramural program.

A. Undergraduates/Graduate Students

Intramural participation is open to all CURRENT George Mason University graduate and undergraduate students.

B. Faculty/Staff

Full-time faculty and staff of George Mason are eligible for intramural competition.

*Note: All part-time university employees are eligible for participation, but must have an employment verification form completed by their direct supervisor. This does not apply to contractors.

C. Alumni

Alumni are ineligible to participate in intramural activities.

D. Professional Athletes

Individuals, who have been declared a professional or has played professionally in a particular sport or sports, may not compete in the same or related intramural sport.

E. Varsity Athlete

Members of a George Mason varsity or junior varsity sport teams are ineligible to participate in the same or related intramural sport. Any individual who remains on any varsity teams roster during or after the first intercollegiate contest date is a member of that team. "Red-shirts" and individuals practicing with intercollegiate teams are considered team members.

Starting each fall academic semester former varsity players will be granted eligibility into the same or related sport and activity. Former varsity members will maintain eligibility for all other intramural sports and activities.

****Example:** Former Mason soccer player quits or is cut from the team on October 1st. He/she will not be eligible to compete in any soccer related intramural sports until the succeeding fall semester.

F. Sport Club Members

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

- Name appears on sport club team roster during the academic year.
- Signed a participation waiver and is actively participating in club functions.
- Actively participating with the club during their season.

Only two club sport members may represent any intramural team in the same or related sport. Only one club sport member and one former collegiate (varsity) team member shall be allowed on any intramural team in the same or related sport.

***Note:** Teams are restricted to two Sports club members in the same or related intramural activity. 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 Infirmary before participating in Intramural Sports.

Officials are in absolute control of the game will do the officiating. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a penalty, ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules. **NO ID...NO PLAY!**

Game time is forfeit time.

Officials who are in absolute control of the game will do the officiating. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a penalty, ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. Only players and coaches (maximum of two) are permitted in the playing area. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

Any rule not mentioned in the following will be governed by National Federation of State High School Association rules. Dunking will be permitted; however, anyone found hanging on the rim for purposes other than safety will be issued an automatic technical foul and may be possibly ejected from the game.

I. General Provisions and Equipment

1.1 Team Requirements

1.1.1 A team consists of four players, but may start with three players. A team must have at least three players on the court at all times. *Co-Rec = 2men/2women, 2 men/1 woman or 2 women/1 male.

1.1.2 When a team has forfeited, the opposing team must have at least three players checked in with the supervisor to receive a win.

1.1.3 Teams will be limited to 6 substitutions per game. Substitutions must be reported to the scorer before entering the game. Substitutes may enter the game only when the official acknowledges them. All subs **MUST** enter into the serving position.

****Co-Rec = subs must be male/male or female/female.**

1.2 Equipment

1.2.1 Teams must wear shirts with the same shade of color, and each shirt must have a different number (numbers greater than 2-digits are not allowed). The size of each number must be at least three inches. Numbers must be written or painted. Numbers **MAY NOT** be taped onto the shirt.

1.2.2 All players must wear non-marking rubber-soled athletic shoes.

1.2.3 The official shall not permit any player to wear equipment that, in his or her judgment, is dangerous to other players. Jewelry, including rings, bracelets, necklaces, watches and earrings, is illegal. Also, hats and bandanas are not permitted. Taping of earrings or other jewelry is not permitted regardless of the reason. Medical emergency bracelets/necklaces may be worn but must be taped to the person. Penalty: Technical foul.

1.2.4 Casts (plaster, metal or other hard substances in their final form) or any other item judged to be dangerous by the supervisor, official 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 1/2 inch of slow recovery rubber or similar material will be allowed.

II. The Game

2.1 Game Structure

2.1.1. All matches will be determined by a best 2 of 3 games.

2.1.2. All games will be scored through rally scoring

2.1.3. In all games, the game will be won when one team has scored 25 points and has at least a 2-point advantage over the opponent. No game shall exceed 30 points. If the teams are tied at 29-29, the next point scored will determine the winner. The 3rd game will be played to 15 (win by 2) with a max of 21. Teams will switch sides at 8 points.

2.2 Time-outs

2.2.1. Each team will granted one (60 second) time out per game

2.2.2. Time-outs may only be called during a dead ball. Only players that are in the game may call a time-out. Bench personnel and coaches may not call time-out.

2.2.3. Timeouts do not carry over between games

III. Positioning

3.1 General Rules

3.1.2 There is a maximum of 4 players on the court. (co-rec = 2/men – 2/women)

3.1.2 The player positions when the ball is served are as follows: 2 players up and 2 players back. After the ball is served players are permitted to leave the respective positions

3.1.2 During the serve it is illegal for players of the serving team to “screen the server in order to conceal the server’s actions

IV. Serving

4.1 General Rules

4.1.1 The service area is three feet from the back wall.

4.1.2 The player in the right back position will put the ball into play, once served the ball must cross over the net for play to commence

4.1.3 The serve may contact one side wall on either side of the court. A serve that contacts more than one side 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 given that the ball crosses over to the opponent's side.

4.1.4 The receiving team is not allowed to attack or block a serve

4.1.5 The team which receives the ball for service after a sideout shall rotate clockwise before serving. This includes a team's first service in a game after their opponent's first serve.

4.1.6 Back row restrictions apply only to the player in the server position of the rotation. Such restrictions apply to both the offense (actual server) and defense (player who most recently served). These players may not spike or block a ball or attempt to spike or block a ball. A back row violation results in a side-out/point.

V. Ball Contact

5.1 General Rules

5.1.1 In each volley teams must send the ball over the net within three contacts. (Not including an unsuccessful block)

5.1.2 The ball may not be held, lifted, thrown, or carried at any time. Contact with the ball with an open hand in an underhand motion usually constitutes as a lift of carry

5.1.3 "Kicking" is not permitted. Any contact with the ball below the waist will be considered illegal

5.1.4 Climbing the wall in order to gain an advantage is not permitted

5.1.5 If two players simultaneously contact the ball this will be considered as one hit and either player may contact the ball after this event

5.1.6 Any contact with the net is considered ILLEGAL. However, if the force of the ball upon the net forces the net to be displaced from its original position and thus contacts a player, this will be considered a LEGAL play.

5.1.7 Any full body part that crosses under the net will be considered illegal

VI. In Bounds / Out of Bounds

6.1 General Rules

6.1.1 The ball is out of bounds when it contacts the ceiling or the back wall on the opponent's side.

6.1.2. Side walls are always in bounds. The ball may be played off a single side wall in any play.

6.2 Volleying the Ball

6.2.1. The team may deflect the ball off of the back wall on their side of the court only. The ball does not need to touch another player before crossing over the net into the opponent's court. Such a play is considered legal and the ball will be live and in play.

6.2.2. The team may deflect the ball off of the ceiling on their side of the court only. In this case, another player must make contact with the ball before it passes over the net into the opponent's court. If the ball crosses the net after contacting the ceiling without making contact with a player, the ruling will be a side-out

6.2.3. The team may deflect the ball off of two (2) or more walls and/or the ceiling on their side of the court only. In these cases, another player must make contact with the ball before it passes over the net into the opponent's court. If the ball crosses the net after contacting two (2) or more walls and/or the ceiling without making contact with a player, a side-out or point will be awarded.

6.2.4. Free throws attempted for fouls will be in accordance with their point values. (males will shoot two or three shots for field goal attempts and females will shoot three or four shots).