Intramural Wallyball Rules

Any rule not specifically covered will be governed in accordance with the American Wallyball Association rules. Modifications have been made to suit Ohio State Recreational Sports programs.

Rule 1: Eligibility
A participant may be an Ohio State student taking a minimum of four credit hours. The Department of Recreational Sports defines a student as any individual who is currently enrolled at The Ohio State University and is registered with the university registrar. Students taking four or more credit hours automatically pay the Recreational Sports student fee and therefore do not need to purchase a membership.

The following people are eligible to participate after purchasing the appropriate Recreational Sports membership through the RPAC Welcome Center for the semester in which they intend to participate.

A participant may be:
- an Ohio State student taking less than four credit hours
- the spouse of a student or a faculty or staff member
- a faculty or staff member of The Ohio State University. The Department of Recreational Sports defines faculty and staff as all current faculty and staff, as well as visiting professors at The Ohio State University who are paid through the university payroll department.
- an affiliate of the department (alumni, member of the President’s Club, other recognized affiliate groups)
- a member-sponsored adult

To participate in any intramural activity, all participants must show a valid Ohio State issued photograph identification card. Acceptable identification cards are limited to BuckIDs, Ohio State Medical Center identification cards, and Recreational Sports membership cards. An Ohio State identification card must include the following information and be clearly visible to be considered valid: the individual's name, photograph, and identification number. Identification cards that do not have one or more of these requirements will not be accepted and the individual will not be allowed to play.

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc) is a violation of the Ohio State University Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member in order to regain possession of their identification card.
Professional Athlete Rule
Any individual who has been paid to participate in volleyball, under contract with a professional team, included on a professional team roster, practiced with a professional team, and/or compensated for trying out for a team is NOT eligible to participate in intramural wallyball.

Intercollegiate Athlete Rule
Intercollegiate volleyball athletes are not eligible to participate in an intramural wallyball game, activity, or event until a period of one year has passed following completion of all activities with the team. After the period has passed, former intercollegiate volleyball athletes must participate in the highest level offered in each league. Intercollegiate volleyball athletes are defined as individuals who are practicing with or competing with a team recognized as a varsity sport. Included in this rule are red-shirt athletes and practicing proposition 48 athletes.

Sport Club Rule
No more than two members of the club volleyball team may participate on an intramural wallyball team. Sport club members must participate in the highest level offered in each league. A sport club member is defined as an individual who has practiced or played in a contest for a registered sport club during the academic year.

Rule 2: Levels of Play

Co-Rec (CO)
Play once per week. You must play with either the same amount of men and women on the field/court or a difference of only one more man than woman or vice versa on the field/court. Teams with positive point total and 3.0 sportsmanship rating will make the playoffs. You may only play on ONE Co-Rec team per sport.

Rule 3: Equipment

- Jewelry is not allowed. Medical or religious medallions must be removed, taped, or sewn under the uniform.
- A head sweatband is permitted; however, hats, bandanas, and “do-rags” are not permitted.
- Rubber, cloth, or elastic bands may be used to control hair. Hard items such as beads, barrettes, and bobby pins are not permitted.
- A guard, cast, or brace made of hard and unyielding leather, plaster, pliable plastic, metal or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.
- Knee and ankle braces that are unaltered from the manufacturer’s original design/production shall be permitted and do not require additional padding.
- Knee and ankle braces that are altered from the manufacturer's original design/production
shall be permitted 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 inch closed cell, slow recovery foam rubber).

Rule 4: Team Captain Responsibilities

- Ensure team members follow all eligibility requirements. Team captains are also advised to seek clarification on special eligibility requirements, if necessary.
- Responsible for communicating game time, location, and ID policy to teammates.
- Ensure that all teammates sign a Release of Claims form located on the back of the scorecard before participating in their first game.
- Ensure teammates have a valid Ohio State University ID at game time to check in.
- Representing the team and communicating with the officials. The captain is the only player permitted to discuss the game with officials.
- Ensure good team sportsmanship among teammates.
- Turning in team conflict sheets reflecting any scheduling problems for the members of your team.
- Cooperating with the intramural supervisors at the game site concerning any protests, incidents, or accidents that may occur as well as with the Intramural Sports staff the day following such occurrences.

Rule 5: Players

- Each team shall consist of four players and may start with a minimum of two players.
  - All players must check in using a valid Ohio State issued ID.
- Players may substitute during any dead ball. However, once a starter has been replaced by a substitute those two players may only replace each other.
  - Exception: If injuries cause two players to no longer be able to replace each other, an abnormal substitution will be allowed.
- A player is allowed an unlimited number of substitutions.

Rule 6: Forfeits/Defaults

NEW: Forfeit Policy:

- All late teams shall start the game with a “B” sportsmanship rating.
- Teams ready for play may choose to decline any and all points.
- Not Ready for Play at Game Time: The team ready for play shall serve first and choose side.
- Five Minutes Late: The team ready for play will be awarded a win for the first game (21-0).
• 10 Minutes Late: Forfeit, recorded 21-0, 21-0, and the forfeiting team will receive an “F” for its sportsmanship rating.
• If neither team is ready to play at game time, but they are ready before 10 minutes has elapsed, the game shall be played under normal rules.

There are three situations that will result in a forfeit:
• Not Enough Players – Team does not have the required number of players to participate by 10 minutes after the scheduled game time.
• Eligibility – One or more of the players participating is ineligible and therefore may not participate. Ineligibility may be due to the player being a roster violator, being previously ejected, ruled ineligible for sportsmanship-related issues, etc.
• Sportsmanship – Game is ended by staff for sportsmanship-related issues.

Any team knowing in advance that they will be unable to play a regularly scheduled contest is provided the opportunity to default the contest. This will result in the team receiving a loss and “A” sportsmanship rating for the contest. To receive a default, the captain must call the Rec Sports Competitive Sports Office by 4 p.m. on the day of the contest with their request. For teams playing on Sunday, the deadline is Friday at 4 p.m. The opposing team will then be contacted by the Intramural Office to let them know they do not need to arrive for their scheduled contest.

A team is allowed one default per sport per season. Any request after the first default will be counted as a forfeit.

If a team has been granted a default and the contest is then canceled due to weather or scheduling issues, the default will be removed and the contest will be played normally if it is rescheduled.

Rule 7: Protests

Eligibility Protest
Protests involving player eligibility must be called to the immediate attention of the intramural supervisor prior to the completion of the contest while the protested individual is present. Participants may not make eligibility protests after the completion of the contest. A Protest Form should be obtained from the intramural supervisor and completed. The contest will continue from this point “under protest.”

Rule 8: Play

Start of Game
A rally will determine which side servers first. The team not serving first in the first game will serve first in the second game. If a third game is necessary, the team who scores the most combined points in games one and two will have the choice of serve or side to begin the third game.
Timing
All matches shall consist of the best two of three games. The first and second games are played to 21 points, rally scoring (cap at 23). The third game, if necessary, will go to 15 points, rally scoring (cap at 17).

Each team shall be allowed two 30 second timeouts per game.

Scoring
The team winning the volley will receive a point. Also, the team winning the volley will serve next.

Out of Bounds
The ball shall be called out of bounds whenever it hits the back wall on the opponent’s side. If the ball hits the ceiling and lands on the opponent’s side, it shall be called out of bounds. If the ball hits the ceiling and remains on the same team’s side, they may still play the ball, assuming they have used fewer than three hits.

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. A serve must be cleanly struck.
- The server must strike the ball within an arm’s length of the back wall for the serve to be deemed legal.
- 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.
- 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 unless the team has already contacted the ball three times.
- A player or any part of his/her 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.
A player may step on, but cannot cross the centerline.
A ball directly above the vertical play of the net may be played by either team.
If a net does not extend to the wall, any ball passing through the opening between the net and wall on the first or second hit will be replayed. A ball passing through the opening on the third hit or serve will result in a point be awarded to the receiving team.
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 to 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 plane of the net.

Playing the Ball

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.
- NOTE: A block does not count as one of the three contacts allowed by a team.
A player may make successive contacts with the ball on the first contact, provided it was a hard driven spiked ball, and it is counted as one contact.
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.
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 point will be awarded to the opposing team.
Holding, lifting, scooping, pushing, or carrying the ball with one or two open hands, either underhand or overhand, is a fault and a point will be awarded to the opposing team.
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.
If a player contacts the ball in such a manner that the ball deflects off the back wall on his/her side of the court and goes over the net, the ball shall be considered good.
A player cannot dink the ball with an open hand. They must use a closed fist, knuckles, or cobra shot.

Faults

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.
A fault called on the serving team will result in a point being awarded to the opposing team.
and turned over to the opposing team for serve.

- Any of the following faults committed during play by a player or team shall result in a point and the ball awarded to the opposing team for serve:
  - 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 hits the back wall on the fly or volley 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

**Rule 9: Sportsmanship**

The team captain is responsible for the actions of his or her team and their spectators. Additionally, the captain will ensure that his or her team is familiar with the rules of play and intramural policies and procedures contained in this handbook. Sportsmanship is a vital component for success in every intramural contest. Participants and spectators are expected to display good sportsmanship toward opponents and the intramural staff at all times.

**Unsportsmanlike Conduct**

Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during, or after a contest. No player or team shall:

- use foul or derogatory language, threaten, or verbally abuse any other participant or intramural employee before, during or after the game
- participate in a game for which he or she is ineligible
- argue or talk back to the intramural staff. Only the captain should address an official, and only if done so in a courteous manner.
- intentionally strike, push, trip or flagrantly foul another participant, spectator, or Recreational Sports employee
- mistreat the facility, equipment or supplies of The Ohio State University and/or the Recreational Sports Department

**Unsportsmanlike Conduct Penalties**

Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the game officials or Intramural Supervisors.

- Verbal Warning Resulting in Incident Report – Conduct Warning
Disciplinary Action
Any player receiving two conduct warnings in one game or ejected from a game is required to meet with a professional staff member. The player will be suspended indefinitely from ALL Recreational Sports facilities and programs until the meeting occurs and for a minimum of seven days from the time of the meeting.

Rule 10: Co-Rec Modifications

- Each team shall consist of four players and need at least two players to begin a match.
- There is a maximum of two females and two males on the court at one time.
- In order to successfully return the ball, one male, and one female must contact the ball if more than one contact is made.
  - NOTE: A block does not count as a contact.
  - NOTE: If a simultaneous contact occurs by a male and female, it will be considered one hit and it fulfills the requirement of a contact by a male and female.

Rule 11: Playoffs

In addition to a positive playoff point total, teams must also maintain a “3.0” or “B” sportsmanship average during the regular season to be eligible for the playoffs. Team's averages will be formulated in the same way a student's GPA is calculated. Each sportsmanship letter grade is assigned a numerical value:

- “A” – Four (4) points
- “B” – Three (3) points
- “C” – Two (2) points
- “D” – One (1) point
- “F” – Zero (0) point

The grades for each regular season contest will be added together and divided by the total number of contests held. This will equal the team's sportsmanship average.

For any questions or clarifications,
please contact the Competitive Sports Office at (614) 292-2732.