

# Spring 2008 Co-Rec Wallyball Rules

## BGSU Intramurals

### 1. Players, Substitutes, Roster Size, and IDs

- A. There will be three weeks of regular season play and one week of playoffs.
- B. To recreate in the **SRC** or **PFH** without additional cost, faculty or staff members must purchase a Rec Sports membership, undergraduate and graduate students must have at least 10 credit hours. Otherwise, a BGSU affiliate must pay the daily guest fee of \$5.
- C. To participate in **intramurals**, there is no credit hour requirement, but an appropriate ID must be presented to an Intramural employee as follows: students and faculty/staff must show a BGSU ID (with picture and P00#).
- D. A minimum of 3 players is required to begin or continue play (2 men, 1 woman, or 2 women, 1 man). Maximum number on a roster is 8 players.
- E. All 2007-08 Intercollegiate and Club Volleyball players are ineligible to participate. Current year coaches and coaches and players from the previous academic year are eligible to play, but one total player is allowed per roster.
- F. Up to two substitutions per team per game will be allowed. A substitution may only be made when the ball is dead or in an injury situation. The scorekeeper must be notified. In case of injury, play will stop immediately.
- G. Roster Changes: Beginning Monday, February 4<sup>th</sup>, team captains will be allowed to make roster changes limited to 4 player changes. Roster changes can be made either at the IM office or at the contest site during the 1<sup>st</sup> two(2) weeks of play. New players must sign an "Agreement to Participate" form prior to playing. If a player is found to be on two rosters the later of the two teams they played for will be assessed a loss and will jeopardize their consideration for playoffs. ***Teams utilizing players who are discovered by the IM staff as falsely representing themselves as someone else (aka: wrong ID), will be immediately suspended from play and awarded a "Season Ending" Sportsmanship Rating.*** Captains who play must be listed on the player roster.

### 2. Playing Area and Conditions

- A. Boundaries
  - 1. The ball shall be called out-of-bounds whenever your return hits the opponent's ceiling or back wall on the fly, *or two or more walls consecutively on a serve or volley.*
  - 2. The back wall is in play only on the side of the team that is returning the serve or volley, provided a player on that team touches the ball first. After contacting the back wall, the ball cannot legally go over the net without first being touched by a player on that same team.
  - 3. The ceiling is in play only on the side of the team that is returning the serve or volley, provided a player on that team touches the ball first. After contacting the ceiling, the ball cannot legally go over the net without first being touched by a player on that same team.
- B. During intramurals, chewing or smoking tobacco products is prohibited at all indoor and outdoor sites on campus. Coaches or rostered players found chewing or smoking tobacco may be warned, penalized by sport-specific rules, and/or removed from play. Uncooperative spectators may also penalize a team.
- C. Any personal items (ID's, keys, equipment, etc.) left at any intramural site and found by an intramural employee will be taken to that facility's "lost and found", or to the front desk of Perry Field House, to be placed in their "lost and found".

### 3. Equipment and Uniforms

- A. All players must comply with SRC racquetball court regulations. Appropriate dress and non-marking shoes are required.

### 4. Safety and Prevention – "SPORTSMANSHIP"

- A. A player who has any visible amount of blood on their uniform shall be considered an injured player and must leave the game immediately for appropriate treatment and/or changing of clothes.
- B. Players wearing glasses should have shatter proof lenses and straps.
- C. Absolutely no jewelry shall be worn. (see section 9, penalties)! A warning will be issued to a team for an infraction of this policy. If a 2<sup>nd</sup> infraction arises in a given contest by the team in question a point will be awarded the opposing team. \*\* Exception - medical ID tags which must be taped to the body. Check with the IM Office prior to your team's game day.

### 5. Participant Conduct and Fair Play

- A. All players, captains, and spectators will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the building and future Intramural sports.

**6. Time Regulations and the Length of Game**

- A. Each team is allowed one time-out, limited to one minute each per game.
- B. Warm-up periods are allowed if time permits. If both teams warm-up on the playing court at the same time, for safety reasons please coordinate any spiking drills with opponents. A manager will indicate when play is to begin.

**7. Forfeits and Starting Games**

- A. Game time is forfeit time. All players should be checked in and ready to play at the scheduled time. There is no grace period. Once team minimum is met, late arrivals can still play once they check in.
- B. If a team forfeits once for any reason, they jeopardize their eligibility for playoffs. Forfeiting a second night drops that team from play for the rest of the season.
- C. A team must have at least 3 players to start the match or it is a forfeit. Anytime a team drops below 3 players the game will be a forfeit, unless due to injury, when the match would just be declared a loss.
- D. Participants failing to check in with the scorekeeper before play will be penalized, and may penalize the whole team. Once a person is found to have played prior to checking in, they will be asked to present a valid ID. If the player can present a valid ID, he/she will be removed from the game. If that player is unable to present a valid ID, the game will be declared a forfeit.
- E. A coin toss will decide which team has the choice of serving or selecting a side. Teams will switch sides and serving order for the second, third, and fourth games. If a fifth game is needed, a coin toss will again be used.

**8. Playing Rules and Scoring**

- A. All matches will consist of the best three out of five games. A game is won by the first team to score 21 points using the rally point system (teams must win by two (2) points). The rally point system awards points on each serve whether your team served or not. For example, if the team serving has a sideout and loses its serve, the opposing team not only obtains the serve, it is awarded a point.
- B. There will be no officials supplied by the Intramural Office. Teams will call their own games. Intramural supervisors will assist with rules but will not make judgment calls. A scorekeeper will be at each court. All other items must be resolved by the players.
- C. The player in the back position of the court shall stand in the back right-hand corner of the court and shall put the ball in play by hitting it with one hand only, or any part of her/his arm in an attempt to send the ball over the net and into the opponent's court. A served ball that hits a side 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. Players must maintain the same serving order throughout the game.
- D. Net play
  - 1. A ball that touches or rebounds off the net or net hardware may be played again provided it was not on the serve. A player or any part of the uniform that touches the net while the ball is in play shall be charged with a net violation, unless the ball is driven into the net with such force that it causes the net to touch a player. A ball may be recovered and played from the net.
  - 2. A double fault will be called and the point replayed when opposing players contact the net simultaneously.
  - 3. In returning the ball, a player may follow-through over the net. 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 court.
  - 4. A player may cross the court's center line, provided they do not touch the net or interfere with an opposing player. If a player crosses the center line and interferes with an opponent, a side-out or loss of service shall be declared.
  - 5. A ball that crosses beneath the vertical plane of the net may be played or returned by the attacking team player provided they do not interfere with an opponent. A ball directly above the vertical plane of the net may be played by either team.
- E. Playing the Ball

1. Up to 3 successive contacts with the ball are allowed each team in order to play the ball over the net and into an opponent's court.
  2. A player shall not make successive contacts with the ball except when playing a hard driven spiked ball. Successive contact with a spiked ball shall count as one attempt to play the ball.
- F. A player may use any part of the body to play the ball.
- G. Back row players on offense or defense cannot spike or block the ball, fake either one or even attempt either one.
- H. Players participating in a block may participate in the next play; this second contact shall count as the first of three hits allowed a team.
1. Contacting two or more walls with the ball is allowed only by the team in possession of the ball provided a player on that team touches the ball first and the ball remains on their side of the net. If the ball crosses the net after contacting two or more walls without making contact with a player, a sideout or loss of serve will be called.
  2. Any player may spike the ball with an open or closed hand, but a player may not "dink" the ball with an open hand. They must use a closed fist, knuckles, or fingertips.
  3. There are no gender requirements when playing the ball.
  4. All other rules are governed by official Wallyball rules, as long as they fall within the spirit of Intramurals.

## 9. Fouls, Violations, and Penalties

- A. Service faults (result in opponent obtaining serve and receiving one point)
1. A served ball contacts the net.
  2. A serve is not executed from the designated service area.
  3. A served ball hits a member on the serving team.
  4. A serve is delivered by the wrong server.
  5. The serve was executed improperly.
  6. Players on the serving team screen the server from the receiving team.
  7. A served ball hits the ceiling.
  8. Served ball hits back wall or 2 side walls consecutively.
- B. Any of the following committed during play by a player or a team shall count as a fault: (results in opponent receiving one point and obtaining or maintaining the serve).
1. The ball is played more than three times consecutively by a team.
  2. The ball contacted by the attacking team touches the ceiling on the opponent's side.
  3. The ball hits two or more walls consecutively on its way to the receiving team's side.
  4. A ball hit by the attacking team hits the opponent's back wall on the fly.
  5. The ball hits the floor of the court.
  6. The ball is consecutively hit twice by the same player.
  7. The net is touched by a player while the ball is in play. The honor call states that all players shall call out aloud when they hit or touch the net.
  8. A player crosses the center line and interferes with an opponent.
  9. The ball is thrown or "carried" by a player.
  10. A game is delayed unnecessarily.
  11. A substitution is made illegally.
  12. An illegal block is attempted.
  13. Players purposely distract the opponents.
  14. A player illegally assists a teammate.
  15. A player on court during the match is found wearing jewelry following initial warning.
  16. Either back row player attempts or fakes a spike or block.
- C. Captains are expected to ensure proper behavior by their players and spectators should an altercation develop. Details, including penalties, are spelled out in the IM Handbook and Captain's Responsibilities handout.

## 10. Playoffs

- A. The number of teams who qualify, plus the number, length, and playing rules for playoff games may be altered as time, weather, facility, and equipment conditions require. A variety of options will be considered before altering the preferred playoff format.

- B. Teams must be able to play any day M-R, 6-10 p.m. during playoffs. Make sure you have enough players on your roster so you do not have to forfeit during playoffs.
- C. A captain should call the IM Office to check on their team's status as to playoffs. The IM Office does not personally notify teams regarding playoff schedules. Please see the IM Handbook for specifics as to the procedures for determining how teams advance to playoffs.
- D. The captain is responsible for notifying his/her team of the playoff schedule. Playoff schedules will be available from the web site or the captain may pick up a copy in the IM Office beginning Friday, February 22, at 3 p.m.
- E. Teams who don't want to be included in playoff consideration must contact the IM Office in person prior to their last regular season game.
- F. Teams need to familiarize themselves with the Team Sportsmanship Rating System located in the IM Handbook as this will affect their eligibility for playoffs at the end of league play.

**11. Official and Manager Duties**

- A. Managers will check IDs, answer questions, and clarify and enforce all Intramural and facility rules and regulations. When necessary, they have the authority to eject individuals from play, as well as from the facility.

**12. Miscellaneous**

- A. Participation in the Intramural program is voluntary. The University is not responsible for injuries incurred while participating in Intramural sports. Each participant is advised to carry personal health and accident insurance. For reporting purposes, participants injured during play must have an appropriate report form completed and turned in to the Intramural Office within 48 hours of the injury.
- B. T-shirts will be awarded to those participants on each championship team in each division who played in at least one game and did not commit multiple violations. The t-shirts should be picked up individually in the office beginning two days after final playoffs and within 15 academic weeks.