

WALLYBALL RULES

All participants must have & show their valid KENT STATE UNIVERSITY ID before the start of every game. Anyone without an ID will not be allowed to participate. No exceptions.

All Matches will be unofficiated. Teams are responsible for knowing the rules. In the event of a rules discrepancy, the teams should bring it to the attention of the on duty Intramural Supervisor.

All Matches will be the best three out of five games with a 35 minute running clock. A game is won by the first team to score 21 points, provided there is a two point advantage.

Three players are needed to start and finish play.

Each team shall be allowed 2 time-outs of thirty (30) seconds per game.

The ball shall be called out of bounds whenever it hits the ceiling or back wall on the opponents side or two or more wall consecutively on a serve or volley. Ceiling and back wall are 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.

Anytime the ball is hit outside the court area on the first or second hit or volley, the ball shall be declared dead and the point replayed. If the ball is hit outside the court area on the third hit, a point or side out will be called.

The server has five (5) seconds to put the ball in play. No members of the serving team shall screen the server.

Contacting two or more walls with the ball is allowed only by the team in possession of the ball providing a player on that team touches the ball first.

Climbing the wall to block or serve a set is illegal.

The ball shall not hit the back wall on the fly or volley on the receiving team's side.

If a player contacts the ball in such a manner that the ball deflects off the back wall on his side of the court and goes over the net, the ball shall be considered good.

INTRAMURAL VOLLEYBALL RULES WILL BE IN EFFECT WHERE THIS SHEET LEAVES OFF.