

## **Pro Sports Club Wallyball – Rules of Play**

- 1.** Service area is three feet from each end of the court.
- 2.** Game ends at 15 points, and a team must win by 2 points.
- 3.** One 2-minute time out per match is allowed per team.
- 4.** A coin toss will determine first service or choice of court side. Second game service is given to the other team. Third game if necessary will need another coin toss.
- 5.** Out of bounds when a ball while crossing the net hits the ceiling, back wall of opponent's side or two walls consecutively on service, volley or block.
- 6.** Ceiling and back wall on own side is in bounds if own player touches it.
- 7.** Server cannot spike or block in (4) four person play.
- 8.** If server catches the ball on service toss, the server can replay the serve.
- 9.** The service must be a clean contact with the ball. Pushing the ball or rolling the ball off the fingers (paint brush) is not allowed.
- 10.** Service order must be kept prior to serving.
- 11.** If the ball is only partly across the net, and the opponent hits it, it is good.
- 12.** Touching the net is not allowed by players, unless the ball is driven into the net and the net hits the player.
- 13.** In the attack, the player must contact the ball before the ball has completely crossed over the net.
- 14.** Blocker's can reach over the net to block, providing the other team has made its third contact of the ball.
- 15.** The opponent cannot block the set. If any part of the ball has crossed the vertical plane, a free ball is in effect and both teams are entitled to it.
- 16.** If two opposing players touch the net simultaneously the point is replayed.
- 17.** A ball crossing below the net across the vertical plane can be played back by your side if it is not over (3) three hits.
- 18.** A ball on the vertical plane above the net is open to both sides.
- 19.** A Ball passing through the side openings of the net on the 1st or 2nd contact is replayed.
- 20.** A double hit is only allowed on a block, or the return of a hard driven hit.
- 21.** If a ball is touched on a block, the team still has 3 hits and the blocker can make

any of these hits.

**22.** Contacting two or more walls is allowed only by the team in possession of the ball on their own side, provided a player on that team touches the ball first. The ball must also be touched by another player before going over on multiple wall hit.

**23.** Holding, pushing, scooping, lifting or carrying the ball is not allowed, it must be a clean hit.

**24.** Holding the ball at the top of the net by both sides is a replay.

**25.** If two players on the same team, hit the ball simultaneously, it counts as one hit and either player can play the next hit.

**26.** No climbing or using the walls or players assisting each other to gain height at the net.

**27.** 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.

**28.** If a ball spins across to the opponent's side and back to yours on the 1st or 2nd hit, you can play your 2nd or 3rd hit. If it is on the 3rd hit that it spins back, loss of point or side out occurs.

**29.** An open hand dink of the ball is illegal; it must be a paint brush hit, a clean hit, closed fist, knuckle, cobra shot or soft spike.

**30.** A ball cannot contact below the waist.

**31.** On a block, if two players touch the ball, the teams still has 3 hits.

**32.** On a spike return, a double hit is allowed on the first player, if the player makes two attempts or the 2nd player double hits the ball, which would be a double hit and a fault.

**33.** Blocking, Spiking or attacking a serve is **Illegal**.

**START OF GAME:** The referee shall direct play to begin by calling the score to beckon the service to begin.

**CHOICE OF COURT SIDE OR SERVICE:** A coin toss between captains will determine court side or service. The winner of the coin toss shall choose to serve first or chose which side of the court his team shall play on during the first game of the match. The loser of the coin toss chooses the remaining option. The team not serving first the first game shall serve first in the second game.

**CHOICE OF COURT SIDE OR SERVICE IN A DECIDING GAME:** A coin toss between Captains will determine court side or service. The winner of the coin toss shall choose to serve first or which side of the court his team shall play on during the deciding game. Both teams shall

change sides after one team score's eight (8) points (in 15 point games) in the deciding game. Service shall continue with the same server and all other team members shall resume the same positions they were in before the change of sides took place.

**CHANGE OF PLAYING AREAS BETWEEN GAMES:** Except for a deciding game, team players will change sides after each game of the match.

**INTERRUPTIONS OF PLAY:** Play shall stop immediately in the event of injury or an object thrown on the playing court that might endanger a player's safety. When an interruption occurs, the point shall be replayed.

**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.

**BACK WALL IN PLAY OR IN 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.

**CEILING IN PLAY OR IN 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.

**HITTING THE BALL OUT OF THE COURT AREA:** Any time the ball is hit outside the court area into the spectator's gallery or an adjacent court on the first or second hit or volley (legally), the ball shall be declared dead and the point replayed. No loss of point or serve will be called. However, if the ball is hit into the spectator's gallery on the third hit or volley, a point or side-out will be called. If the ball touches the opponent's ceiling before leaving the court area, the ball will be called out of bounds and a side-out declared (loss of point or serve.)

**NUMBER OF GAMES:** All matches shall consist of the best of two (2), best of two (2) out of three (3) games, or best of three (3) out of (5).

**POINT:** Using rally scoring, every time the ball is served a point is scored by the winning team, except when the scoring for both teams is frozen. Both teams are frozen when the first team has reached the twelfth (12th) point, side-out and the opposing team has received its single additional point. At this time standard side out volleyball scoring will apply and either team can only score points by winning the serve.

**SIDE OUT:** When the receiving team wins the rally and gets to serve.

**MATCH:** A match is won or completed by best of two (2) out of three (3) games.