



# NU Intramural Sports

## Wallyball Rules

### GENERAL RULES:

1. **All players must present their valid Northeastern University Photo ID to play.** No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.
2. **Jewelry is not allowed to be worn by any participant during an Intramural event.** Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.
3. **GAME TIME IS FORFEIT TIME!** The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team's IDs and registering their uniform numbers with the IM staff.
4. **3 Unsportsmanlike Penalties** will result in a team disqualification regardless of the score. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.
5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.

### GAME RULES:

All games follow NFHS Volleyball rules with the following exceptions:

Teams entered in league or tournament play shall be composed of two, three, or four players. Each team is allowed one substitute or alternate.

When a team for any reason is reduced to less than its allotted number of players, the game shall be forfeited.

1. Game consists of the best of (3) three games to (25) twenty-five win by (2) two using rally scoring.
2. Coin toss will determine first serve or choice of courtside. Second game service to other team. The third game if necessary will require another coin toss.
3. The short serve line on the racquetball court will be designated as the centerline.
4. Service area is (3) three feet from each end of the court.
5. Out of bounds is when a ball while crossing the net hits the ceiling or back wall of opponent's side on initial contact.
6. Back wall on own side is in bounds if own player touches it.
7. Any ball hitting the gallery cage or ceiling overhang is a replay on the 1st or 2nd hit.
8. Players on either team are not allowed any touching of the net, unless the ball is driven into the net and the net hits the player.
9. The opponents cannot block the set. If any part of the ball has crossed the vertical plane, a free ball is in effect.

10. A ball passing through the side openings of the net on any contact is replayed.
11. The ball is allowed to hit two walls consecutively, but not the back wall first. The ball must touch another player before going over the net on multiple wall hits.
12. No climbing or using the walls or player assisting each other to gain height at the net.
13. Setting a serve is not allowed.
14. A serve that hits the net but goes over the net is still playable.
15. Alternates/substitutes shall enter the court between serves & not when a ball is in play.
16. Teams are allowed one timeout per game.
17. Kicking the ball is not allowed.
18. The ball is not allowed to hit ANY wall when served.

**General Participant Play**

Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.