Walleyball Rules

1. Games are 4v4, and you can dress up to 8 on game day. The minimum to start is 2.

2. **Game time is forfeit time** so we suggest you arrive fifteen minutes before the scheduled time of the game.

3. Matches will be played as best 2 out of 3 games. The first team to score 25 points and are ahead by at least 2 points wins. Games will be capped at 28 points. Teams switch sides after each set. Third game is played to 15 points; win by 2 points, with a cap of 18. Rally scoring will be used.

4. The server must stand within three feet of any part of the back wall.

5. Loss of serve will happen if the serve hits the net, ceiling, back wall, or both side walls. The serve may be hit over the net, or off ONE side wall.

6. Each team has three hits to return the ball. If two players touch the ball at the same time, they cannot touch the ball on the next contact AND it counts as two team hits.

7. Carries are not allowed.

8. Double hits by one player are not allowed unless on the serve, or on a block.

9. When the ball is in play ON ONE SIDE, it can be played off the ceiling, both side walls, and the back wall.

10. When the ball goes over the net, it can only go over the net or hit ONE side wall.

11. Players are not allowed to climb on the wall to block or spike.

12. One time out per game which will be for one minute. Two minute break between each game.

13. **GAMES ARE SELF-OFFICIATED.** Any rule dispute will be resolved by the Intramural Student Supervisor.