

COED WALLYBALL
INFORMATION SHEET
Winter 2008

This information sheet is intended to provide basic information and rules for this activity. Please refer to the “Policies” link on the home page of the intramural web page for detailed information about policies and procedures of the Intramural Activities Program.

ENTRIES OPEN:

January 8, 2008 (**Entries are limited and are sold on a first come, first serve basis.**)

ENTRY FEE:

A \$30.00 **non-refundable** entry fee will be required at registration for each team.

DAYS, TIMES, AND LOCATION OF PLAY:

Games will be played Tuesday, Wednesday, and Thursday 6-10 p.m. All games will be played in the glass racquetball courts (2 & 3) located in the Richards Building.

CAPTAINS' MEETING:

Meetings for team captains (or a representative from each team) will be held **Thursday, January 10 at 11 a.m. in 267 RB and Monday, January 14 at 4 p.m. in 267 RB.** Intramural policies and procedures will be discussed during these meetings and it is important that all teams be represented at *one* of these meetings.

ELIGIBILITY:

Winter 2008 full-time students (12 credits), and faculty/staff are eligible. Part-time students, deferred students, non-students, and spouses of students must pay an intramural activity fee for each semester in which they participate. Non-students must be active members of a BYU ward and their membership records must reside in the BYU ward that they attend.

The intramural activity fee is paid at the HHP College Services Office in 112 Richards Building. The cost is \$20.00 per semester during fall/winter and \$10.00 for spring/summer. A BYU ID or BYU Net ID with valid picture ID is required at time of payment. This fee will enable a participant to compete in any intramural activity during the appropriate semester.

To participate in a team sport, each player must be added to his online team roster. Players need to be added to their team roster by 3 p.m. for weekday games and by 3 p.m. on Friday for Saturday games. Team rosters are limited to **twelve** players. Each participant may play for only **one** wallyball team.

CHECK IN:

It is recommended that participants check-in with the activity supervisor at least ten minutes prior to game time. *All participants will need to show a valid (government, school, or work issued) picture ID before every game.* Participants, whose privileges list “Fee Needed”, will need to show their paid receipt for the intramural activity fee before they can be checked-in.

FORFEITS:

Teams are encouraged to arrive 10 minutes before game time. ***FORFEIT TIME IS GAME TIME!*** A forfeit is given to teams having less than **two** legal players at game time. Teams receiving their second forfeit will be dropped from regular season play and will not be eligible for tournament play. *Refunds will not be given for forfeited schedules.*

TOURNAMENT INFORMATION:

- Tournament classification rankings will be posted **Monday, February 18 by 4p.m.**
- Teams will have until **Thursday, February 21 by 4 p.m.** to challenge classification rankings.
- Tournament schedule will be posted **Friday, February 22 by 4 p.m.**
- Tournament play begins **Tuesday, February 26.**

EQUIPMENT

The Office of Intramural Activities will supply the game ball.

UNIFORMS:

Any appropriate, modest athletic uniform is permissible. BYU issue is optional. Shirts and shoes must be worn. Sleeveless shirts are not allowed.

OFFICIALS:

The Office of Intramural Activities will provide all officials.

Officials and supervisors assigned to your match have the power to make decisions on any point not specifically covered by rules of the game or by intramural policies.

SPORTSMANSHIP:

Sportsmanship is everyone's responsibility. We hope that everyone will conduct himself in a mature and friendly manner. Team captains are responsible for the conduct of their players and their spectators. Spectators may be asked to leave if necessary.

A yellow/red card system will be used to monitor unsportsmanlike behavior, rough play and improper conduct. A participant who receives a yellow card will be required to sit out for two minutes of game time. A participant who receives a red card shall be ejected from the game and will need to leave the field/court before play resumes. A team with a carded player will be required to play with one less player until the penalty time has expired (Yellow = 2 minutes & Red = 4 minutes).

The following are examples of yellow/red card offenses:

Yellow Card: Non-directional profanity; arguing; rough play; taunting opponents.

Red Card: Directional profanity; flagrant contact; fighting; illegal participation; threatening behavior.

LIABILITY:

All participants play at their own risk and must acquire their own insurance.

WALLYBALL RULES

General Info:

A team consists of four players (2 women and 2 men). The minimum number of players needed to start a game is 2 (1 man and 1 woman). The maximum number of players that a team may have on their roster is **twelve**.

When a team is playing with a full team (4 players) the server (both offensive and defensive) is not allowed to attack or block. When a team is playing with either 2 or 3 people, all players are allowed to attack and block.

Serving:

The server can serve from anywhere along the back wall. The serve must be made within an arm's length from the wall when the ball is hit. Team members must rotate the serve.

Out of Bounds:

The opponent's back wall is out. However, the receiving team can hit or deflect the ball off its own back wall to keep the ball in play. Hitting more than one wall when the ball is hit over the net is out. If the ball strikes the ceiling while passing over the net, the ball is out. A player may not hit the ball off the wall to himself.

Illegal play:

The receiving team may not set the serve. No double hits, lifts, in the net, etc. No open hand tipping at the net. The hand must be in a fist to tip the ball at the net.

Miscellaneous:

If the ball travels through the gap between the wall and the net, the point is played over, unless this happens on the third hit. Substitutes may enter the game only for the server. Only three hits are allowed per side. A girl **must** hit the ball if there is more than one hit on the side. The ball can hit an unlimited amount of walls on the offensive side, as long as the ball is not hit over the net.

Game:

The first team to score 21 points wins.

Points:

Every time the ball is served, the team that wins the rally scores a point. At 18 points, a freeze occurs whereby standard side-out volleyball scoring will apply.

Number of Games:

All matches shall consist of the best 2 out of 3 games.

*If you have any questions contact Celeste in 145 RB (422-7597) or access our web page.
<http://intramurals.byu.edu/> Have a fun season!*