

-Arkansas State University-
INTRAMURAL SPORTS
TOURNAMENT EVENT
4-ON-4 WALLEYBALL RULES
SPRING 2009

RULE 1. SPORTING INFORMATION, PLAYERS, AND EQUIPMENT

1. **Registration:** Registration for this team event will open on Monday, 2/2 & close on Wednesday, 2/25. Rosters can be turned in at the Intramural office (HPESS 136). Rosters turned in after the closed date will not be added to the playing rotation. They will however, be placed on the waiting list. What does this mean? If a team drops out then we will plug in the first team on the waiting list.
2. **Rosters & limitations:** The minimum amount of players that you need to turn in a roster is three (3). The maximum amount of players that you can have on your roster is sixteen (16). For a player to be added onto your roster the captain must provide the following: Participants proper first & last name (no nick names) & Participants valid ASU ID. Rosters **WILL NOT** be accepted if they do not have the minimum amount of people or have the information mentioned above. Teams will not be added to the playing rotation until the captain reads the waiver & signs it. **PLEASE BE AWARE** that if the captain or alternate captain decides to take a player off of the roster that player that was taken off **CAN NOT** be added back on & **CAN NOT** play for another team in that sport. In short, chose your players wisely when making your final rosters. During ALL Tournament Events the rosters will never be frozen!
3. **Caps:** What is a cap? Cap is the amount of teams that we can allow to participate in an event due to the lack of time & space. For this event the cap is ten (10).
4. **Schedules:** Schedules will be out Friday, February, 27. You can only print off a copy of your playing schedule from one place & that is from the Intramural webpage at <http://union.astate.edu/intramurals>. From here you will be able to view scores, team records, point differential, sportsmanship grades, & rankings. Schedules will also be posted on the intramural board in the HPESS.
5. **Length of play:** This is two (2) day event. Teams must be present & available on **ALL** days! Pool play will begin & end on Wednesday, 3/4. The tournament will begin & end of Thursday, 3/5.
6. **Rescheduled games:** Games will not be rescheduled since it is only a two (2) day event.
7. **Defaults:** During tournament events teams do not have the luxury of defaulting any games.
8. **Forfeits:** A forfeit is when a team does not show up, does not have enough players to meet the minimum to start a game, or does not make it to there start time. When any of the above happens a team is given a forfeit. A team that forfeits is given a loss, is taken out of league, **AND** is charged a fee of \$20 per forfeit. **IF** a team forfeit's out the season then they will be automatically suspended from registering for all events. If they forfeit another season during that same semester then they will be suspended for that semester. This includes using the team name & suspending **EVERYONE** on the roster. Fees must be paid prior to those participants or team playing **ANY** future intramural events.
9. **ASU ID's:** Each participant must present a current, validated ASU student or faculty/staff ID card in order to be eligible to participate. Failure to produce a valid ASU ID will result in that participant not playing that evening. **NO EXCUSES WILL BE TOLERATED!**
10. Players **CAN BE** added to the roster on the field of play or can be added in the Intramural office.
11. **Number of players:** The game shall be played between two teams of four (4) players each. Each team must have a minimum of three (3) players in order to begin a game. Due to injury, a team may continue a game with less than the minimum number of required players. An ejection that leaves a team with less than the minimum number of required players will result in a forfeit by that team.
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13. **Game balls:** Warm up balls will be provided for teams to warm up with. One game ball per field will be provided.
14. **Shoes:** Tennis shoes must be approved court shoes which have non-marking soles. Players may not play barefoot!

15. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces made of any hard material may not be used due to safety reasons. Elbow pads are not permitted. For safety reasons participants **CAN NOT** participate with a cast.
16. Headwear containing any hard, unyielding, stiff material, including billed hats, or items containing exposed knots (i.e. bandanas) is prohibited.
17. Jewelry that may cause harm to others and/or your self is also prohibited. There are exceptions to wedding bands, medical bands & necklaces, and religious necklaces.

RULE 2. HPESS COURT POLICY

1. Games will be played on the days mentioned above from 6:00 PM – 10:00 PM on the HPESS racquetball courts.
2. Food & beverages are **NOT** allowed on the courts!
3. If you do not have your ASU ID you **CAN NOT** get in as a spectator or a participant!
4. The Intramural Sports Staff & Coordinator reserve the right to refuse **ANYONE** access to the complex. Please remember that participating or observing any and all Intramural & Recreational Sports events is not a right but a privilege. And at anytime we have the right to take that privilege away!

RULE 3. GAME FORMAT

1. Each match will consist of the best 2 out of 3 games. The first team scoring fifteen (15) points (win by 2 or a 17-point cap) will be declared the winner. If a third game of the match is necessary, rally scoring to eleven (11) points (do not have to win by 2) will determine the winner. Each match will have a time limit of 30 minutes. If the match is not complete when the time expires, the match will be finished using the rally scoring.
2. **Game time is forfeit time.** A team must have a minimum number of players to start a game. If there are an insufficient number of players, the opposing captain has the option of taking the win or waiting for the minimum number of players to show. In the event that he or she decides to wait, that decision is irreversible and game clocks will be adjusted accordingly. If a team does not have the minimum number of players present at game time, the first game of the match will be forfeited. The second game of the match will then be scheduled to begin 10 minutes after the start of Game 1. If a team does not have the minimum number of players at that time, the match will be declared over. The **minimum** number of players is **three (3)**.
3. Each team will be permitted one (1) timeouts per game. Timeouts do not carry over from one game to the next. Timeouts will only be granted during a dead ball or before the referee's whistle for the serve. Only players on the court can request a timeout. Any team requesting a second timeout will be charged with unnecessary delay of game and be penalized either a point to the opposing team. Note that the match clock does not stop during timeouts.
4. A coin toss at the beginning of match will determine which team receives the choice of first serve or choice of side of the court for the first game. The loser of the toss receives the remaining option. The team not serving first in the first game will determine the choice of serve or side. In the event of a third game of the match, a second coin toss will determine the choice of the first serve or side.
5. The teams shall change sides of the court for the second game. Teams shall not change sides of the court in the middle of the third game.
6. **Delay of Game:** Unnecessary delays include, but are limited to the following:
 - a) A team requests a third timeout in a game after they have used allotted timeouts.
 - b) A team delays recovering a dead ball which has gone out of bounds.
 - c) A player fails to report to the umpire immediately for a substitution.
7. **Penalty for Unnecessary Delay:** A timeout shall be assessed. If the team has already used its allotted timeouts, a point is awarded to the opponent, and the game is resumed immediately.

RULE 4. POSITIONS OF PLAYERS

1. A team must rotate clockwise following a side-out resulting in that team regarding the serve.

2. **Substitutions:** Players may make a substitution when play is stopped or the ball is dead. A substitute must report to the umpire and be recognized by the referee before he/she may enter the playing area. The position of the substitute will be the same as the player being replaced without changing the serving order.
3. **Server:** The server shall serve from within the serving area and shall not touch the lines bounding this area or the floor outside this area at the instant the ball is contacted during the serve. Part of the server's body may be in the air over or beyond these lines, as long as the contact with the line or floor comes after the contact of the ball being served.
4. **Serving Out of Turn:** A player shall not serve out of turn. An out-of-turn service may be called by the official or by the opponent's captain. If this is then verified by the official, any points scored on this service shall be canceled and a side-out awarded to the opponent. If the opponent serves before an out-of-turn service is called and verified, then there shall be no loss of points. In either case, players of the team in error shall regain their proper positions before the next serve by either team.

RULE 5. PLAYING THE BALL

1. **Service:** The service is the act of putting the ball into play by the player in the right back position who hits the ball with one hand (open or closed) or any part of one arm in an effort to direct the ball into the opponent's area. The serving area will be any point behind the end line (excluding the end line) between the two sidelines.
 - a) The server shall have 5 seconds after the official's ready for play whistle is sounded in which to release or toss the ball for service.
 - b) If after releasing or tossing the ball for service, the server catches the ball or allows the ball to fall to the floor without being hit or contacted, the service effort shall be cancelled and a reserve directed. However, the official will not allow the game to be delayed in this manner more than once during a service attempt.
 - c) If the ball is served before the official's whistle and signal, the serve shall be canceled and a reserve directed. The official will not allow a player to delay the game in this manner more than once during a service attempt.
2. A team shall continue a serve until a side-out is awarded to the opponent or the game ends.
3. A served ball is a service fault and becomes a dead ball when:
 - a) The ball does not legally cross the net.
 - b) The ball passes under the net.
 - c) The ball touches one of the server's teammate.
 - d) The ball touches the floor on the server's side of the net.
 - e) The ball touches the ceiling or any obstruction.
 - g) The ball touches the opponents back wall.
5. **It is illegal to block a serve or spike a serve. The first player on the receiving team to make a play on the serve ball must contact the ball with a closed fist(s).**
6. Each team is limited to a maximum of three (3) hits on its side of the net to get the ball successfully over the net. Lifting, carrying the ball, and underhand slapping of the ball are illegal hits and shall result in a point or side-out. When the team's first contact is simultaneous contact by opponents or an action to block, the next contact is considered the team's first hit.
7. 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.
8. 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.
8. Legal contact is a touch of the ball by a player's body above and including the waist that does not allow the ball to visibly come to rest or involve prolonged contact with a player's body.
9. **Simultaneous Contacts:** This involves more than one contact of the ball made at the same instant:
 - a) When one player contacts the ball with two or more parts of the body at the same instant, it is permitted and considered one hit (except for a block which does not count as a hit).
 - b) When teammates contact the ball at the same instant, it is permitted and considered one hit (except a block which does not count as a hit). Any player may make the next hit.
 - c) When opposing players contact the ball at the same instant, the player on the opposite side of the net from which the ball falls shall be considered the player to have touched the ball last. The other player may participate in the next play and the simultaneous contact shall not count as a hit.
10. If a ball clears the court & goes above the observation deck it is considered a dead ball & shall be re-played.

RULE 6. PLAY AT THE NET

1. A player shall not contact any part of the net or its supports while the ball is in play. If a player inadvertently touches the official's platform or net supports (other than the rope cable) it is not a foul. When the ball is driven into the net so that it causes the net or its supports to contact an opposing player or players, it is not a foul if the opposing player(s) did not contact the net by their own impetus.
2. A ball may be played from the net provided that a team still has at least one of its three hits remaining.
3. When returning the ball to the opponent's side of the net. A player shall not contact a ball which is completely on the opponent's side of the net unless the contact is a legal block.
4. Blocking a ball which is completely on the opponent's side of the net is permitted when the opposing team has had an opportunity to complete its attack. The attack is considered complete when:
 - a) The attacking team has completed its three allowable hits.
 - b) The attacking team has had the opportunity to spike the ball, or in the official's judgment, directs the ball with intent to return it to the opponent's court.
 - c) The ball is falling near the net and, in the official's judgment; no member of the attacking team could make a play on the ball.
5. A ball (other than a serve) may touch the net within the side line markers when crossing the net to enter the opponent's playing area.
6. A ball may be attacked, excluding a served ball, when it has partially crossed the net.
7. **Center Line.** A player may touch the floor across the center line with one or both feet/hands provide that a part of the foot/feet of hand/hands remain on or above the center line. Contacting the floor across the center line with any other part of the body is illegal.
8. There is interference by a player who makes:
 - a) Contact with an opponent which interferes with the opponent's legitimate effort to play the ball.
 - b) Intentional contact with a ball which the opponent has caused to pass partially under the net and the opponent is attempting to play it again.
9. **Successive Contacts:** Successive contacts of the ball are two or more separate attempts to play the ball by one player with no interrupting contact by a different player between the two plays. A player shall not make successive contacts of the ball unless there is:
 - a) Simultaneous contact by teammates.
 - b) Simultaneous contact by opposing players.
 - c) Successive contacts by a player whose first contact is a block (then the second contact shall count as the first hit by the player's team).
10. **Multiple Contacts.** Multiple contacts of the ball more than one contact by a player during one attempt to play the ball. Multiple contacts are permitted only:
 - a) When the ball rebounds from one part of the player's body to one or more other legal parts in one attempt to block.
 - b) On any first team hit, whether or not the ball is touched by the block, provided there is no finger action.