

WALLYBALL

League Rules



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1. FACILITIES

The ESSC rents all indoor facilities and gymnasiums from private facilities or the City of Edmonton Recreation Department. As tenants, players must respect the standards and rules of each facility:

- Alcohol and drugs are strictly prohibited inside any facility and in the parking lots
- Facility Operators should be treated with respect
- Players are expected to clean up after themselves
- Players must wear clean, non-marking shoes
- Players are responsible for any deliberate property damage within a facility

Facility Complaint Policy: Any player who causes the ESSC to receive an official complaint regarding a facility is subject to a \$100 fine and possible suspension or ejection from the League.

2. EVENT COORDINATORS

An Event Coordinator (EC) is a player in the league who is already registered on a team for that specific season, who has agreed to help coordinate games and manage the facility.

ROLES OF THE EC

- Arrive early, and act as the onsite contact for the facility
- Bring all required equipment to the facility and coordinate the set-up
- Update players with pre-game announcements
- Ensure that games start and end on time
- Record the scores and submit to the ESSC office

ROLES OF PLAYERS IN AN EC'D LEAGUE

- Record the game results on the score sheet after each game/match
- Help the EC set-up and take-down the equipment before and after the games are played

3. SPORTSMANSHIP

The ESSC encourages a fun-first, winning-second attitude in all leagues. All players are expected to abide by the ESSC sportsmanship policies, including:

- Controlling emotions and actions at all times
- Treating the facility, equipment, staff, other players, and coordinators with courtesy and respect
- Avoiding retaliation under any circumstance
- Providing feedback in a constructive manner to the EC and being open to feedback from the EC

ZERO TOLERANCE POLICY

The ESSC requires Event Coordinators to remove players from a game if they are involved with any of the following acts:

- Swearing directly at another player or the Event Coordinator.
- Displaying disrespectful or threatening behavior.
- Intentionally pushing, shoving or making physical contact with another player.
- Making comments to instigate an altercation with another player.

If a player is ejected from a game they must vacate the facility immediately. The offending player will be subject to further follow-up from the ESSC, including possible suspension/expulsion from the League.

4. ROSTERS

Format	Ideal Roster Size (F) = Female	Total # of Players Required on the Court	Total # of Females Required on the Court
3's	4 (1-2 F)	3	1

5. SUBS

For all ESSC Leagues, players are responsible for finding their own subs, it is not the ESSC's responsibility to find and/or provide subs for teams.

WHO CAN SUB?

- Anyone 18 years of age or older

REQUESTING A SUB

Recruiting a sub can be done in one of two ways:

1. ESSC Subs Lists: The subs list consists of players who have voluntarily signed up each season. You can *'Request a Sub'* online through your MyESSC account
2. Team Invites: Teams can bring out players that are not on the ESSC sub list (e.g. friends, family, co-workers, etc.). All subs must be invited to the online team roster, through the MyESSC account function

SUB POLICIES FOR REGULAR SEASON

- Subs should be of a similar skill level to the player that they are replacing. Bringing out ringers could result in follow-up action from the ESSC
- All subs must know the rules, understand the level of play, and abide by all ESSC policies
- In cases where there are multiple ESSC games occurring in a row at a facility, a team can borrow players from the previous game only to increase their roster to the required number of players on the court/field

SUB POLICIES FOR PLAYOFFS

- Teams that have qualified for a shot at the championship can only bring in subs who have played at least one regular season game with the team
- All teams who are not playing for the championship can bring in subs regardless of how many games they have played with the team
- Prior to the first playoff game, teams must have all players who are playing in the playoff game(s) displayed as part of the confirmed roster in MyESSC, otherwise they could receive an automatic loss and will not be eligible for the championship

6. DEFAULTS

WHAT IS A DEFAULT?

A default occurs when, at the scheduled game start time, or at any time during the game, a team has fewer than the minimum number of required players. If a team chooses to leave early and quit the game for any reason, including a lack of players, the team will also be subject to the default rules.

The chart below outlines the minimum players required for each specific league in order to not default:

League	Minimum Players to Avoid Default	Default Score
3's	2 (1 Female)	0-21; 0-21; 0-21; 0-21; 0-21

WHAT HAPPENS WHEN A TEAM DEFAULTS?

- If a team is not at the facility at the start of the match, the team automatically defaults the first game of the match
 - If a team arrives after the scheduled start of the match, but before 15 minutes have elapsed, the team avoids defaulting the remaining games in the match
 - If a team still has not arrived 15 minutes after the scheduled match start time, the team will automatically default the remaining games, and therefore, the entire match

- When a default occurs, the opposing captain must choose one of the following options:
 - a. Enforce the default fee and mercy score
 - b. Waive the default fee and enforce the mercy score
 - c. Waive the default fee and play a regular game, not enforcing the mercy score
- In all above scenarios, the team being defaulted against is responsible for stating to the EC and any members of the defaulting team, which option they have chosen prior to the playing of any game
- In the case of a default, teams are encouraged to use the time slot to play a fun game. However, the playing of a fun game does not alter the results of scenario a) or scenario b) above

7. LEAGUE SPECIFIC RULES

GAME FORMAT

- Players should arrive 15 minutes prior to the scheduled game time
- Teams will play one match per night
- Each match will consist of 5 games
 - The team that wins the most games throughout the match is the winner
 - All 5 games are required to be played even if a team has already won the match

SCORING

- All games use a rally-point scoring system
- The first team to 21 points wins the game (do not have to win by 2 points)
- A total of 5 combined points must be played in a game for the result to count
 - If the EC is required to call 'time' on a match, finish the current point
 - The score will stand as-is, unless the combined score in the current game has not reached a total of 5 points, in which case the game will not count
 - **Regular Season:** ties are allowed
 - **Playoffs:** ties are not allowed:
 - If each team has won the same number of games, and a total of 5 points have not been played in the 5th game, the team with the higher combined point differential in Games 1 through 4 is the winner
 - If still tied, one additional point must be played to determine the winner

EQUIPMENT

- Players must wear clean, non-marking, indoor shoes
 - No outdoor shoes are allowed
- Wallyballs will be supplied by the Event Coordinator
- Knee pads are permitted to be worn by players
- Fitness gloves are permitted to be worn by players

8. GENERAL PLAYING GUIDELINES

SUBSTITUTIONS

- If teams have more than 3 players present, they can make a substitution during a game
 - Each team can make a maximum of three substitutions per game
 - Substitutes must stand outside of the racquet court, they cannot be inside the area of play
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SERVICE

- Teams can use any suitable means to determine who gets to serve first or pick a side
 - Service alternates between teams for the start of each game
 - For the 5th game, teams need to re-determine who gets to serve first or pick a side
 - Only one toss or release of the ball is allowed per serve
 - The server must stand behind the service line located 3 feet from the back of the court
 - **The server should call out the score after each point, before serving the ball**
 - If a serve touches the net on the way over, the ball is in play
 - Over-hand serves are permitted
 - Jump serving is not permitted
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SERVICE ROTATION

- There are no restrictions on court positions
 - However, service rotation must remain the same throughout the game, including any substitutions
 - Teams must keep an even service rotation throughout each game, including any substitutions
 - There is a maximum of 5 consecutive points allowed per server
 - If the maximum is reached, the team will rotate to the next server and keep possession
-

PLAYING THE BALL

- A maximum of three touches or hit per side is allowed (excluding any blocks)
- A single player may not touch the ball twice in succession (unless the first touch is a block)
- A player may **not** contact the ball below the waist (no kicking the ball!)
- A ball that rolls along a player's body is deemed an illegal hit
- No open-handed tipping (one handed redirection of the ball with the finger-tips)
 - Roll shots, locked fingers (cobra), curled fingers and the back of the hand are all permitted
- Hard-smashing is permitted in a controlled manner
- Players cannot block or spike a served ball
- A double-hit off the serve, or a hard spike is allowed
 - Includes a ball hitting the defender and then the net, the player could hit the ball again
- A ball passing through the side opening of the net on the 1st or 2nd contact results in a re-serve
- Players may not climb or use the walls as leverage when hitting the ball or blocking

WALL RULES

- A multiple wall hit is permitted on your own side of the net, as long as the player who hit the ball is not the first player to touch the ball again
- A ball that contacts multiple walls on the opposition's side of the court before contacting the ground is out of play
- A ball that contacts the back wall on the opposition's side of the court is out of play
 - **Exception:** If the offensive team hits the ball off the opposition's back wall and it comes back over the net before touching the floor or an opposing player, the offensive team may play the ball again, but if two walls are touched, a different player must play the ball rather than the player who made the initial contact
- A ball that contacts the ceiling on the opposition's side of the court is out of play
- Teams can play the ball off the walls on their own side of the net, including the back wall and ceiling

NET RULES

- Players are permitted to play the ball off of the net
- Players are permitted to penetrate into the opponent's space under the net, as long as they do not interfere with the opponent's play, including the opponent's feet
- Players may not pass their hand over the net to interfere with an opponent's attack
- Players are permitted to pass their hand over the plane of the net when:
 - Blocking
 - Following-through on a spike
- Players may contact the net as long as it does not interfere with play
- Net contact resulting in interference is defined as:
 - **Touching the top band of the net** while playing the ball, including a fake attack
 - Taking support from the net while playing the ball, or pulling down on the net
 - Hindering the opponent's ability to play the ball
 - Purposely touching the net to change the direction of the ball

VIOLATIONS AND FAULTS

Players are to call their own faults. If an obvious fault is missed, a player on the opposing team may politely point this out, assuming that their opponent either does not know the rule or missed their own fault. Generally, teams should NOT call faults against their opponents.

- Players are to call balls in or out of play
 - If there is a dispute, resume play by re-serving the ball with no point awarded
- Other faults include:
 - Carries, double-hits, multiple-wall hit, touching the net, going under the net, and contacting another player