



WALLYBALL *Cheat Sheet*

ROSTERS

- A full team consists of 3 players on the court with a minimum of 1 female
- The minimum number of players required in order to not default is: *2 total players including at least 1 female*

GAME PLAY

- Teams will play one match per night
- Each match consists of 5 total games, the team that wins the most games during the match is the winner
- Games use a rally-point scoring system to **21 points** (you do not need to win by 2 points)
- 5 combined points must be played in any game in order for it t count
- **Regular Season:** Ties are allowed (each team wins the same number of games)
- **Playoffs:** Ties are not allowed
 - Tiebreaker #1: Combined point differential in the first two games
 - Tiebreaker #2: One additional point or rally must be played to determine a winner

- If a team has more than 3 players present, additional players must stand outside of the racquetball court
- Each team is allowed **3 substitutions** per game
- There are no restrictions on court positions, but service rotation must remain the same throughout a game
- Servers must stand behind the service line (3 feet from the back of the court)
- Over-hand serves are permitted, but jump serves are not permitted
- If a serve touches the net on the way over, the ball is in play
- There is a 5 serve maximum, at which point the team rotates to the next server

- A maximum of three touches per side is allowed (excluding any blocks)
- A double hit off of the serve, or a hard spike is allowed
- No open-handed tipping (roll shots, or locked / curled fingers are allowed)
- Hard-hitting is permitted in a controlled manner
- Players cannot contact the ball below the waist (no kicking the ball)
- Players may not climb the wall(s) to make a play on the ball or to block a ball
- Players are permitted to penetrate under the net, as long as they do not interfere with the opponent's play
- A player's hands may break the plane of the net on a block, or the follow-through of an attack
- A player is allowed to touch the net as long as it does not interfere with the play or opponent in any way
- **Ball in play:**
 - A multiple wall hit is permitted on your own side of the net, as long as the ball is not first touched again by the player initiating the hit
 - Players can hit the ball off their ceiling or own back wall to get the ball over the net
- **Ball out of play/dead:**
 - A ball that hits the floor
 - A ball that hits multiple walls consecutively on the opponent's side of the court
 - A ball that touches the back wall or ceiling on the opponent's side of the court

PENALTIES AND VIOLATIONS

- Players are to call balls in or out of play, as well as any violations
 - If there is a dispute, resume play with a re-serve