



WALLYBALL *Cheat Sheet*

ROSTERS

- On the court, there are 2 players with no gender restrictions.
- The minimum number of players required in order to not default is 1 male or female.

GAME PLAY

- The format is best-of-3-games.
 - The first two games are rally-point scoring to 25 points
 - The third game is rally-point scoring to 15 points
 - A total of 5 points must be played in a tie breaking game for the result to count.
 - You do not have to win by two points
- Teams have a maximum of 3 touches to get the ball over the net, an initial block doesn't count as a touch.
- No member of a team can play the ball twice in a row, unless the first touch is a block.
- Servers should stand as close as possible to the back wall and must hit the ball over the net (cannot throw or push the ball).
 - Teams cannot block or spike a serve.
 - The same service order must be kept for the whole game.
- Players may reach over the net to complete a block or spike that was initiated on their own side.
- A player is allowed to touch the net as long as it does not interfere with the play.
- Ball in play:
 - All walls on the offensive side are in play and a ball can be played off multiple walls and the ceiling.
 - Players can hit the ball off one side wall or their own back wall to get the ball over the net.
- Ball out of play/dead:
 - A ball is dead if it hits the floor.
 - A ball that travels over the net and touches the back wall before an opponent is out.
 - A ball that travels over the net and touches two or more walls consecutively is out.
 - Contacting two or more walls with the ball is allowed only by the team in possession of the ball on their own side of the court.
 - A ball that touches the ceiling and then goes over the net is out
 - The ball travels into another court or the viewing area
 - If on the 1st or 2nd hit, the ball passes between the net and side wall (hole), the point is replayed. If this happens on the 3rd hit, it's considered out.
- If the ball hits a corner or a fixture on the court, causing the ball to drastically change direction, the point is replayed.
- Players may not climb the wall(s) to make a play on the ball.

PENALTIES AND VIOLATIONS

- Players are expected to call their own violations and fouls, whenever possible.
- No jump serves
- Serving Faults
 - Serve hits net or net hardware.
 - The ball must not contact two or more walls before being played or landing on the floor.
 - The ball cannot directly contact the opponent's back wall from an offensive play.
 - The ball must not contact the ceiling when the ball is played from the offensive court over the net.
- Open hand tips aka 'dink' shots are illegal.
 - Player should use their knuckles, closed fist, back of the hand or a cobra shot to tip the ball over the net.
- Hard spikes are not allowed in recreational divisions. All players should be in control of their spikes.