

JOHNS HOPKINS UNIVERSITY

INTRAMURALS

WALLYBALL RULES

1. TEAM MANAGERS:

- Team managers are responsible for informing their teammates of all governing rules and policies.
- Team managers are responsible for notifying their teammates on upcoming games.
- Team managers are responsible for their team and fan behavior before, during and after their game.
- Only the team captain may address an official on matters of rule interpretation or to obtain essential information.
- Team managers are responsible for any equipment given to them. (Team managers, you will be charged for the missing items)

2. PLAYERS:

- All players must present their JCard or Rec Center membership card to the Intramural Supervisor on duty. (Note: there will be NO exceptions)
- All players must have a valid membership to the O'Connor Recreation Center.
- Guest CANNOT play in any Intramural League.
- Players may only play on one team per league (i.e. one Men's open, Greek and Res. Hall), also players are allowed to play with a Co-Rec team. Switching from one team to another is illegal, and will result in a suspension from participating in any Intramural activity for the remainder of the season. A maximum of 8 player per team is allowed. Four people play at one time. You may not play with less than two (2) players. A co-ed team must consist of 2 men & 2 women, and they must alternate service.
- Team rosters are frozen on the last day of the team's regular season competition.

3. ELIGIBILITY:

Players must be currently enrolled Homewood or Peabody students, faculty, or staff with membership to the O'Connor Recreation Center and must show proper identification, i.e. a J-Card, before game time. Participants will absolutely NOT be permitted to play without showing an ID card.

- Currently rostered varsity players are ineligible to play intramurals; in the sport they hold their varsity status.
 - Teams can only have two club players on the field playing at a time.
 - Guests CANNOT participate.
- An individual must compete in at least 1 game during the regular season or tournament to be eligible for the playoffs or championship game of the tournament. Teams may add/drop players to roster until last game of regular season.

4. FORMAT:

- League/Regular Season (3-5Games) + Single Elimination Playoff/Tournament
- Eligibility for playoffs: "2.5" sportsmanship rating.
- Forfeits without a call in will receive a 0 for the sportsmanship rating.
- Any team that receives 1 or 0 sportsmanship rating in ANY game will NOT be eligible for the playoffs or tournament.

5. EQUIPMENT:

- The Intramural office will furnish game balls.
- All participants must wear the proper athletic attire to participate, including proper shoes, shorts and T-shirts.
- No hats/caps/bandanas
- No Jewelry is allowed, with the exception being medical identification jewelry. Participants may not cover up jewelry with tape, band-aids or other such items, all jewelry must be removed.

6. GAME TIME:

- A toss of the coin determines who gets choice of either serve or court. The loser of the toss has the option in game 2. In the third game, the team that has the greater point total from games 1 & 2 has the option.
- Matches will be played best two out of three games, using rally scoring. The first team to score 25 points wins provided they are ahead by at least 2 points or the game will be capped at 30. Teams switch sides of court after each game. If a third game is needed the first team to 15 wins provided they are ahead by at least 2 points or the game will be capped at 18 – and teams will switch courts when one team reaches 8 points in the third game.

7. SUBSTITUTES

· Each team is allowed two substitutions per game. The substituting player must enter the rotation at the same spot the player he/she is replacing occupied. A player once substituted for cannot re-enter that game.

8. START PLAY:

· Intramural Staff will determine who begins the game with possession, and there will be alternating possessions for the remaining matches.

9. SERVING

· The server must announce the score prior to each service.

- Under no circumstances can you block a serve.

· The server must stand within one foot of the back wall.

· Loss of serve occurs if the serve touches the net, ceiling, back wall, or two sidewalls. The serve may be hit directly over the net, or off one sidewall.

10. BALL IN AND OUT OF PLAY:

· Each team can use up to three players to hits to return the ball. Teammates involved in a simultaneous hit may not touch the ball on the next contact and this counts as two team contacts.

· In playing the ball, all players must clearly hit or bat the ball. Players are not permitted to scoop or hold the ball. Be fair, the match is self-officiated

· A ball touching the body more than once except on the serve, block, or first attack is considered a double hit with subsequent loss of point or serve

· As long as the ball is in play on one side, it can be played off ceiling, both sidewalls, and the back wall. In coed play, if the ball is contacted more than once on a side, at least one contact must be by a female (exception – blocking)

· When volleying over the net, the ball must be hit directly over the net, or bounced off just one sidewall or the back wall. The ball cannot touch the ceiling or two sidewalls

· Spiking is allowed. It is illegal to climb the wall to block or spike

· Players must rotate after a side-out before serving

11. OFFICIATING

· All wallyball games are self-officiated. While an intramural supervisor will be on hand to watch the games, the supervisor will not be in the court making calls. Therefore, it is imperative that all rules are followed.

12. SPORTSMANSHIP:

· The Intramural staff on duty will grade all teams on their sportsmanship and has the authority to ask anyone to leave the gymnasium. A team's sportsmanship is a reflection of its players as well as fans.

· Playing Intramural Sports is NOT a right, it is a privilege. Therefore, the Intramural program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.

· Any player who uses foul language, violently protests a call, or curses a supervisor, will be removed from the game and will automatically be suspended from his/her team's next match.

· A player that is ejected for any reason must come in to speak to the Assistant Director of Intramurals before their team's next game. The ejected player is suspended from all Campus Rec activities until the Assistant Director of Intramurals reinstates him/her. In addition, he/she will have to make an appointment to meet with the Assistant Director of Intramurals during office hours (Monday through Friday, 9:00 a.m. - 5:00 p.m.) before he/she is eligible to participate again.

· Any player who touches an official or supervisor will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident.

· Fighting will result in immediate ejection and removal from all Intramural activities for one calendar year.

· Minimum 1 game suspension for all ejections.

· Teams shall assist in removing trash and equipment from their game area at the conclusion of their match.

13. Safety and Liability

The game of wallyball is a contact sport and injuries (while mostly minor) do occur. Players should participate with this understanding. Also, participation in the Intramural Program is completely voluntary. Johns Hopkins University is not responsible for injuries incurred during intramural play. It is strongly recommended that participants have satisfactory health status.

14. Alcohol and Drug Policy

Alcohol and Drugs are prohibited. Anyone suspected of being under the influence will be asked to leave the intramural premises. Failure to do so will result in suspension from all intramural activities.