



Walleyball Rules

Scoring and Time-Outs

- Number of games: All matches shall consist of the best two out of three games.
- Point: Every time the ball is served a point is scored by the winning team (rally scoring).
- Side-Out: The winner of the preceding point serves the following point.
- Match: A match is won by the team that wins two out of three games. Each game must be won by a minimum of two points.
- Game: The first team to score 21 points.
- Requests for Time-Outs: A request for a time-out may be called only by the team captain when the ball is dead.
- Number of Time-Outs: Each team shall be allowed 2 time-out periods limited to 30 seconds each per game.

Rules of Play

- Choice of Court Side or Service: The referee shall toss a coin between the teams' captain for choice of side or service. The winner of the coin toss shall choose to either serve first or select on which side of the court his team shall play during the first game of the match. The loser of the coin toss chooses the remaining option. The team not serving first the first game shall serve first the second game.
- Time Between Games: Changing playing areas and substitutions shall take place between games and should be made with a minimum of delay. 2 minutes shall be allotted between the first and second game of a match. Between the second and third games, 5 minutes will be allotted. No extra time shall be allotted for changing sides.
- Out of Bounds: The ball shall be called out of bounds whenever it hits the ceiling or back wall on the opponent's side on offense or 2 or more walls consecutively on a serve, spike volley or block.
- Back Wall in Play or in Bounds: The back wall is in play only on the side of the team that is returning the serve, spike, or volley, provided a player on the team touches the ball first.
- Ceiling in Play or In Bounds: 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.

Players and Teams-Make-up and Positions

- Substitutions: The position of a substitute shall be that of the player replaced without change in service order. Unlimited substitutions per game are permitted. A substitution may only be made when the ball is dead and upon request of the playing captain.

The Service

The player in the back of the court shall put the ball in play by hitting it with one hand only or any part of his arm in an attempt to send the ball over the net and into the opponent's court. The serve is good if the ball passes over the net without touching a

member of the serving team. A served ball that hits a wall on either the serving team's side or the receiving side is good provided the ball contacted only one wall before landing in the opponent's court.

-The Service Line: When the ball is for service, no part of the server's body can be in contact with the service line. The server may step onto or over the service line after the serve has been executed. The server's body may be entirely in the air over the service line at the moment of service as long as the last contact with his body and floor were within the legal serving area.

-The Serving Order: Players must maintain the same serving order. Serving order may only be changed after each game. In four-person play, the server cannot spike or block. This rule is in effect when the team is on defense and offense.

-Player Positions at Service: All players except the server, shall have both feet fully on the ground during the serve. In four person play, players must be in their designated serving positions. After the service, players may move to an alternate offensive or defensive position

-Receiving the Serve with an Open Hand Pass: It is illegal for a player to receive a serve with an open hand pass, or to set the serve overhead.

-Service Faults: Any of the following committed during the service shall count as a fault:

A serve is not executed from the designated service area.

A server crosses the service line at the same time the serve is initiated.

A served ball hits a member on the serving team.

A serve is made by the wrong server.

The serve was executed improperly.

Players on the serving team screen the server from the opposing team.

Play at the Net

-Touching the Net: A ball that touches or rebounds off the net or net hardware may be played again provided it was not on the serve. If the ball is hit three times by a team but does not cross the net, a side-out is awarded to the opposing team.

-Ball Crossing the Net: A ball that crosses over the net in fair territory is playable.

-Part of Ball: If only part of a ball crosses the net and is subsequently hit by an opponent, the ball is considered as having crossed the net.

-Player Contact with the Net: A player or any part of his body or uniform that touches the net while the ball is in play shall be charged with a fault, unless the opponent's spiked ball is driven into the net with such force that causes the net to touch a player.

-Reaching Over the Net: In returning the ball, a player may follow-through over the net, provided he first makes contact with the ball on his side of the playing court. Players attempting a block may reach across the net but shall not contact the ball until an opponent strikes the ball in an attempt to send it back into the opponent's court. A player cannot block an opponent's set. If an opponent's set crosses the vertical plane of the net, it is considered a free ball and both teams are entitled to play.

-Crossing the Center Line: A player may not cross over the center line at any time. A player may step on, but cannot go over, the center line. If a player lands on the center line and interferes with an opponent, a side-out shall be declared, depending on which team committed the fault.

- Simultaneous Contact by Opponents: A double fault will be called and the point replayed when opposing players contact the net simultaneously.
- Ball Crossing the Vertical Plane of the Net: A ball that crosses beneath the vertical plane of the net may be played or returned by an attacking team player provided he does not interfere with an opponent.
- Ball Directly Above the Vertical Plane of the Net: A ball directly above the vertical plane of the net may be played by either team.
- Dead Ball: A ball is dead when:
 - The ball hits the floor.
 - The ball hits two or more walls consecutively on the receiving team's side.
 - The ball hits the ceiling on the opponent's side.
 - The ball hits the back wall on the fly on the receiving team's side.
 - A player commits a fault.
- Ball Passing Through Net Opening: Since some nets may not extend the full width of the court, any ball passing through the opening on the first or second hit will be replayed. A ball passing through the net opening on the third hit or serve will be a fault.

Playing The Ball

- Number of Contacts with the Ball: Up to three (3) successive contacts with the ball are allowed each team in order to play the ball over the net and into an opponent's court. The ball striking the wall does not count as contact.
- Contacted Ball: Any player that makes contact with the ball shall be considered as having played the ball.
- Successive Contact with the Ball by a Player: A player shall not make successive contacts with the ball except when playing a hard driven spiked ball. Successive contact with a spiked ball shall count as one attempt to play the ball. A player may take a hard driven spike off the wall and make successive contacts without fouling.
- Simultaneous Contact with the Ball by Blockers: A player who participates in a block and makes only one attempt to play the ball during the block, may make successive contact with the ball during such play even though it is not a hard driven spiked ball. Players participating in a block may participate in the next play; this second contact shall count as the first of three hits allowed a team.
- Playing Two or More Walls: Contacting two or more walls with the ball is allowed only by the team in possession of the ball on their own side, provided a player on that team touches the ball first. If the ball crosses the net after contacting two or more walls without making contact with a player, a side-out or loss of serve will be called.
- Blocking: Any player may raise his hands above his shoulders close to the net and attempt to intercept the ball from an opponent. A block does not count as one of the three successive contacts allowed a team and may be attempted before the ball passes over the net, while the ball is still in the opponent's court or just as the ball crosses the net. A block is good only if the ball is touched by the player attempting the block. A blocked ball counts as having crossed over the net. A team may attempt a block if: (a) a player on the attacking team spikes the ball; (b) the opponents have made three contacts on the ball; or (c) the ball travels in the proximity of the net but no player on the attacking team can reasonably make a play on the ball.
- Climbing the Wall to Block: Climbing the wall to block a set or serve is illegal.

-Deflecting the Ball off the Back Wall: If a player contacts the ball in such a manner that the ball deflects off the back wall on his side of the court and goes over the net, the ball shall be considered good, as long as it doesn't strike a second wall.

-Spiking the Ball: Any player may spike the ball when received on the second or third play.

-Ball Spinning into Opponent's Court and Returning: A ball which spins off the net into an opponent's court and subsequently returns to the team originally in possession of the ball shall be good. Any team member other than the last player to hit the ball can participate in the second or third hit after a ball returns from spinning into an opponent's court.

-One-hand Set: A player cannot use a palm up, open hand, for a one hand set.