

**NOTE:** Rules are governed by American Wallyball Association (AWA) rules with the following adaptations. For a complete list of general Intramural Sports Policies, please reference the participants guide at [recreation.uconn.edu](http://recreation.uconn.edu).

**FORMAT:** This is a 4-player open league that takes place on Tuesday, November 8<sup>th</sup>. Playing format will depend on the number of teams that register. All games will be played in the Racquetball Courts located inside the Student Recreation Center.

**FORFEIT PROCEDURE:** If a team fails to have the required number of participants at the scheduled match time, the opposing team who is present will have the following options:

1. Take the win by forfeit at that time. No contest will be played.
2. Choose to wait until the opponent arrives to compete. The first game will commence once the opponents arrive with the score at 10-0, in favor of the waiting team. If the opposing team is not ready to play 10 minutes after the scheduled match time, a forfeit win will be declared for the waiting team.

If neither team has enough players at match time, teams will be given 10 minutes to complete their team. The first game will start with each team having 10 points each, if and when both teams are completed.

### **GAME RULES:**

1. Each team must have 4 players at all times. There are no restrictions on the number of male or female players on the court. Teams may have additional players for substitutes.
2. Scoring: A match consists of one set to 25. All games will use rally scoring. No cap, win by two.
3. Service order must be maintained.
4. Blocking or attacking a serve is illegal.
5. Server cannot attack or block. (On the receiving side, the most recent server cannot attack or block).
6. A ball is out of bounds during play when, while crossing the net, it hits the ceiling. It is also out of bounds when it hits the opponent's back wall or two walls consecutively on a serve or volley.
7. The ceiling on the team's own side is in play only if the ball is touched by a teammate before crossing the net, provided a team has not used their three hits.
8. A ball can hit the back wall and go over the net directly (when being played by your own side), but if two walls are touched, another teammate must touch it before going over the net.
9. If a ball goes into the gallery (through the opening on the side of the net) on the 1<sup>st</sup> or 2<sup>nd</sup> hit by the team, the point will be replayed.
10. A double hit is only allowed on a block, or the return of a hard driven hit.
11. Holding, pushing, scooping, lifting, or carrying the ball is not allowed; it must be a clean hit.
12. Climbing or using the walls during play or players assisting each other to gain height at the net is not allowed.

**SPORTSMANSHIP:** Good sportsmanship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. UConn Recreation reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during and/or after a game (event) will not be tolerated. **The team captain assumes full responsibility for the conduct of the team and spectators.**

Unsportsmanlike conduct includes actions that are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting. UConn Recreation disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances.

If you have any questions, please contact the Competitive Sports Office  
at 860-486-6514 or by email: [competitivesports@UConn.edu](mailto:competitivesports@UConn.edu)