MONTCLAIR STATE UNIVERSITY CAMPUS RECREATION

Intramural Wallyball Rules

All MSU School Policies are in effect, including Student Code of Conduct.
All MSU Campus Recreation “Intramurals 101” policies are in effect.

I. PLAYERS
1. We offer 4 Leagues: Men’s, Women’s, Greek, and Open. Our open league is an all-inclusive league. Open teams have no restrictions based on a player’s sex, gender identity, or gender expression.
2. A team consists of 4 players but minimum of 3 players to start a match. 
   *Only 1 Club Sport Volleyball player can participate on a team.*
3. Any team that does not have the required minimum number of players at game time will lose the first game. Ten minutes later, if the team still does not have the minimum number of players to play they will lose the second game. Ten minutes later, if the team still does not have the minimum number of players to play, they will lose the third game and receive a forfeit. If neither team has the required minimum number of players available to play at game time, the same rules apply for both teams. The game will be double forfeited.

II. COURT
4. All games will be played on the racquetball courts in the Student Recreation Center.

III. GAME PLAY
5. Teams play 3 games, not a Best-of-Three Series. For example, if Team A wins the first two games, and loses the third game their record will be 2-1 for the night.
6. The players will SELF OFFICIATE the game. They are responsible for making the calls. (Director may intervene depending on the situation)
7. Games are played up to 21 points, Rally Scoring. Serving team must call out the score before serving. Teams must rotate their players.
8. Players that begin a serve in the back row may not attack the ball in front.
9. Players on the receiving team may not block or attack the ball on a serve.
10. Carries are not permitted.
11. The ball may hit off one wall at any time during the game.
12. The ball cannot hit off of 2 consecutive walls.
13. The ball cannot hit the back wall on the fly at any time (except when the defender bumps the ball off his/her own back wall).
14. Any ball touching the ceiling will be considered out.
15. There is one timeout per team per 3-Game Match. The timeout shall last no more than 30 seconds.
16. Players may substitute on a dead-ball (except in the case of an injury).
17. Any player with blood must leave the game immediately, and may not return until the blood flow has been covered properly, and any clothing with blood on it removed.

*All rules are subject to change at a moment’s notice and are at the discretion of the Intramural Sports Director. If any participant argues with an official or Director, they may be ejected from the game and/or the field space. If any issues occur, Campus Police maybe called.