Wallyball 4’s League

CAPTAIN’S MEETING: Thursday, 29 October 2009 at 5pm in the Rex Activity Center.
In order for your team entry to be scheduled, the captain MUST attend this meeting.

ENTRY/ROSTER: Entry forms are due on Wednesday, 28 October 2009 no later than 5:00 PM.
A maximum of 8 participants are allowed per roster. Members of the varsity soccer and club
soccer teams are ineligible to participate. Individuals may not participate on more than one team
in each gender division (i.e. a male student may participate on one men’s team and one co-rec
team, but not two men’s teams).

The Drop/Add deadline for this league is Wednesday, 6 November 2009, 5pm.

COMPETITION: All participants must submit a current, valid Adams State College I.D. card
each time they participate. Competition is offered for men, women and co-rec on two levels,
depending upon the number of entries: Competitive (highly skilled) and Recreational (mostly for
fun). Every effort will be made to give each team at least five regularly scheduled league games.

LOCATION: in the Rex Activity Center.

RULES: Complete rules are included in this packet.

UNIFORMS: Uniforms are not required to participate in this league.

RESCHEDULING: Rescheduling for this activity will be on a limited basis. In order to
reschedule, the proper procedure must be followed and information is available in the
Recreational Sports Office.

EQUIPMENT: All equipment will be provided by the Recreational Sports Office.

AWARDS: Championship t-shirts will be awarded to the Competitive and Recreational Men’s,
Women’s and Co-Rec league champions.

ENTRY FEE: there is no entry fee if your roster is turned in on time. If the roster is turned in
after the due date, it will be a $25 late entry fee for your team. Your team will not be scheduled
to play until the fee has been paid.

***TSJCC Students*** there is a $15 league fee in order for you to participate in this league.

SCHEDULES: It is solely the responsibility of the participants to find out when their
games are and schedules are posted Fridays by 4:00 PM on the Intramural Sports bulletin
board, in the Rex Activity Center just left of the information desk.

All players must show current Adams State College ID in order to participate – no ID, they will
not be allowed to play.
All participants will be checked for eligibility. Those participants listed on the roster who are not current Adams State students, faculty, or staff, (or a TSJCC student who has paid their $15 league fee) will be dropped from the roster immediately and declared ineligible to play.*

Any captain who knowingly plays an ineligible player, risks having their team removed from the league.

ASSUMPTION OF RISK: Inherent risks are associated with every recreational activity. Participants assume these risks when they agree to participate. All participants are strongly advised to secure health insurance coverage and to visit their physician for a physical examination prior to registration or participation.

FORFEIT POLICY: For teams who do forfeit, there is a $25.00 forfeit fee that must be paid in the Student Life and Recreation Office @ the Rex Activity Center by 12:00 Noon the day before your next game, or you will be dropped from further competition. Teams paying forfeit fees after 5pm on Thursdays will not be guaranteed a scheduled competition during the following week of play. If the first forfeit fee is paid, then your team will still be eligible for post-season competition.

Any team that forfeits twice is immediately dropped from further competition.

Additionally, please note that game time is forfeit time. However, in an effort to reduce the number of forfeited competitions and to accommodate the busy schedules of our students, the Student Life and Recreation Department will be implementing the following policy for weekly scheduled league competitions:
If the minimum number of participants are not present and ready to participate at the time of their scheduled competition, the game clock will be started and the late team will be given a 3-minute grace period to arrive. Of course, all team members must then check in with the scorekeeper and the captains’ meeting must be held before play can begin. The game clock shall not stop during this process and extra time shall not be added to the game clock to make up for lost time.

If the minimum number of participants has still not arrived by the end of the 3-minute grace period, the contest shall be declared a forfeit and the aforementioned $25.00 forfeit fee must be paid before participation in the league can continue. The Student Life and Recreation Department respectfully asks that teams do not take advantage of this grace period and instead arrive at least 5 minutes before the scheduled time of competition.
AWA BASIC WALLYBALL RULESTM

1. Service area is three feet from each end of the court.
2. Game ends at 21 points, and a team must win by 2 points.
3. Time outs called by captains only at end of point played.
4. Limit: two time outs, 30 seconds each per game.
5. If more than two time outs are called, the other team is awarded point or side out.
6. A five minute injury time out can be awarded to the team with the injury by the referee.
7. Two substitutions per game allowed.
8. Coin toss will determine first service or choice of court side. Second game service to other team. Third game if necessary will need another coin toss.
9. Out of bounds when a ball while crossing the net hits the ceiling, back wall of opponent's side or two walls consecutively on service, volley or block.
10. Ceiling and back wall on own side is in bounds if own player touches it.
11. Server cannot spike or block in (4) four person play. (Four Person).
12. If server catches the ball on service toss, the server can replay the serve.
13. The service must be a clean contact with the ball. Pushing the ball or rolling the ball off the fingers (paint brush) is not allowed.
14. Service order must be kept prior to serving.
15. If a ball on 1st or 2nd hit goes into the gallery, a replay is awarded.
16. If the ball is only partly across the net, and the opponent hits it, it is good.
17. Touching the net is not allowed by players, unless the ball is driven into the net and the net hits the player.
18. In the attack, the player must contact the ball before the ball has completely crossed over the net.
19. Blocker's can reach over the net to block, providing the other team has made its third contact of the ball.
20. The opponent cannot block the set. If any part of the ball has crossed the vertical plane, a free ball is in effect and both teams are entitled to it.
21. If two opposing players touch the net simultaneously the point is replayed.
22. A ball crossing below the net across the vertical plane can be played back by your side it is not over (3) three hits.
23. A ball on the vertical plane above the net is open to both sides.
24. A Ball passing through the side openings of the net on the 1st or 2nd contact is replayed.
25. A double hit is only allowed on a block, or the return of a hard driven hit.
26. If a ball is touched on a block, the team still has 3 hits and the blocker can make the any of these hits.
27. Contacting two or more walls 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. The ball must also be touched by another player before going over on
28. Holding, pushing, scooping, lifting or carrying the ball is not allowed, it must be a clean hit.
29. Holding the ball at the top of the net by both sides is a replay.
30. If two players on the same team, hit the ball simultaneously, it counts as one hit and either player can play the next hit.
31. No climbing or using the walls or players assisting each other to gain height at the net.
32. A ball can hit the back wall and over the net directly (when being played by your side), but if two walls are touched, another player must touch it before going over the net.
33. If a ball spins across to the opponent’s side and back to yours on the 1st or 2nd hit, you can play your 2nd or 3rd hit. If it is on the 3rd hit that it spins back, loss of point or side out occurs.
34. An open hand dink of the ball is illegal, it must be a paint brush hit, a clean hit, closed fist, knuckle, cobra shot or soft spike.
35. A ball can not contact below the waist.
36. Rude conduct constitutes a warning, two penalties means expulsions.
37. On a block, if two players touch the ball, the teams still has 3 hits.
38. On a spike return, a double hit is allowed on the first player, if the player makes two attempts or the 2nd player double hits the ball, that would be a double hit and a fault.
39. Blocking, Spiking or attacking a serve is **Illegal.**
WALLYBALL LEAGUE ENTRY FORM

Team Name____________________________________
Captain/Manager________________________________
Phone_________________________________________
Email__________________________________________

CHECK THE DIVISION THAT APPLIES:
Men’s Competitive ______ Co-Recreational ______
Women’s Competitive ______

CAPTAIN’S RESPONSIBILITIES: As captain, I assume full responsibility for:
(1) Proper eligibility of all my players.
(2) Good sportsmanship of all my players.
(3) Reading and informing my players of all Intramural Sports rules, regulations and
   policies; everyone has signed a Code of Conduct and Liability Waiver.
(4) Attending (or assigning another team member to attend) the mandatory captains
   meeting.
(5) Checking the schedule periodically and informing my teams when games are
   scheduled.

Signature_______________________________________ Date____________________

TEAM ROSTER

<table>
<thead>
<tr>
<th>Last Name</th>
<th>First Name</th>
<th>ASC ID#</th>
<th>Email</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Please “X” out times when you do NOT want to be scheduled for matches. The
intramural sports staff will avoid all conflicts if you provide at least 12 hours of available
time.

<table>
<thead>
<tr>
<th></th>
<th>5:30pm</th>
<th>6:30pm</th>
<th>7:30pm</th>
<th>8:30pm</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mon</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tues</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Wed</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Thurs</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

ADAMS STATE INTRAMURAL LEAGUE