

# COED WALLYBALL

## Information Sheet

### Winter 2020

**This information sheet is intended to provide basic information and rules for this activity. Please refer to the “Policies” link on the home page of the intramural web page for detailed information about policies and procedures of the Intramural Activities Program.**

#### ENTRIES OPEN

Online team schedule registration and payment @ [intramuralfees.byu.edu](http://intramuralfees.byu.edu), will begin at 9:00 AM on Monday, January 6 and will end at 11:00 AM on Thursday, January 9. **Entries are limited.** Schedule distribution will begin at 9:00 AM on Friday, January 10.

#### ENTRY FEE

A \$40.00 non-refundable entry fee will be required at registration for each team.

#### CAPTAINS MEETING

A meeting for team captains (or a representative from each team) will be held **Monday, January 13 at 4:00 PM in 267 Richards Building.** Intramural policies and procedures will be discussed so it is important that all teams be represented at this meeting.

#### ELIGIBILITY

All current full-time BYU students are eligible. All current faculty, administrative staff, ¾ and full-time staff employees and their spouses are eligible.

The following are eligible with an Intramural Activity Fee: Part-time students, students on leave of absence, non-degree seeking students (Post-Baccalaureate, Evening School, Salt Lake Center, English Language Center), student employees, and spouses of students. All students are also eligible to participate for two semesters beyond the last semester in which they were enrolled in classes.

The Intramural Activity Fee is paid online @ [intramuralfees.byu.edu](http://intramuralfees.byu.edu). **Payment must be made before a participant can be added to a team roster.** The cost is \$25 per semester (fall/winter) or \$15 per term (spring/summer). This fee enables a participant to compete in any intramural activity during the current semester or term. **Do NOT pay this fee before the first day of the applicable semester or term.**

To participate in a team sport, each player must be added to his online team roster by 3:00 PM for weekday games and by 3:00 PM on Friday for Saturday games. Team rosters are limited to **ten** players. Each participant may play for only **one** Wallyball team.

#### RELEASE AGREEMENT

All intramural participants must complete an online [release agreement](#) before they can be added to a team roster. Release agreements are valid for one academic school year – fall semester through summer term.

#### DAYS, TIMES, AND LOCATION

Games will be played Tuesday through Thursday 6:15 PM to 10:00 PM. Games will be played in Courts 2 & 3 in the Richards Building Racquetball facility.

#### CHECK-IN

It is recommended that participants check-in with the activity supervisor at least ten minutes prior to game time. All participants must show a valid (government or school issued) picture ID before every game.

## FORFEITS

Teams are encouraged to arrive ten minutes before game time. **FORFEIT TIME IS GAME TIME!** A forfeit is given to teams with less than **two** legal players at game time. Teams receiving their second forfeit may be dropped from regular season and elimination tournament play. *Refunds will not be given for forfeited schedules.*

## EQUIPMENT

Balls and nets will be provided.

## UNIFORMS

An appropriate, modest athletic uniform is permissible. Shirts and shoes must be worn. Sleeveless shirts are not allowed.

## OFFICIALS

The Office of Intramural Activities will provide all officials. Officials and supervisors assigned to your match have the authority to make decisions on any point not specifically covered by rules of the game or by intramural policies.

## LIABILITY

**All participants play at their own risk and must acquire their own insurance.**

## SPIRIT OF SPORTSMANSHIP

“Athletics are explosive, as any of us know who have participated in them. The problem therefore, is to do everything that is fair and honorable to win, and also to know the line where sportsmanship stops and mockery starts. Stop short of winning if integrity is to be impaired.... Sportsmanship is the spirituality in athletics” (The Teachings of Ezra Taft Benson).

Sportsmanship is everyone's responsibility. We hope everyone will conduct himself in a mature and friendly manner. The BYU Intramural Activities program has identified the following principles as our “Spirit of Sportsmanship” guidelines. We encourage all employees, participants, and spectators to incorporate these principles on and off the playing field.

1. **Stand as a Witness:** *We are to stand as witnesses of God at all times and in all things, and in all places* (Mosiah 18:9). Be consistent with who you are in all situations. “Never check your religion at the door. That kind of discipleship cannot be – it is not discipleship at all.” (Elder Jeffrey R. Holland – Israel, Israel, God is Calling. September 2012)
2. **Live with Integrity:** *We believe in being honest, true, chaste, benevolent, virtuous, and in doing good to all men...* (Thirteenth Article of Faith). Honesty applies equally in sports as it does in all other areas of life. Never lower your standards because “it’s just a game.”
3. **Play by the Rules:** Do not push limits or escalate the level of physical play to match the style of enforcement. This style of play endangers other players. Intentional disregard for the rules of the game is unsportsmanlike. Play hard, but honor the rules.
4. **Be Accountable:** Although we are free to choose our actions, we are not free to choose the consequences. Others cannot determine our feelings or thoughts. We are each accountable for what we do and say and should never blame others for our behavior.

5. **Live the Golden Rule:** *And as ye would that men should do to you, do ye also to them likewise* (Luke 6:31). Sportsmanship is the Golden Rule in action. Treat others—officials, opponents, spectators, teammates—with honor and respect.
6. **Be Meek:** If you begin to feel unsettled or agitated, take a personal timeout. Step back to gain composure and perspective. Retaliation does not solve conflict, it only compounds the situation. Demonstrate humility in victory and dignity in defeat.
7. **Be Gracious:** Compliment your opponent after a good play. Focus on the good. Build people up, do not tear people down. Be genuine when you congratulate your opponent.
8. **Have Fun:** *Men are, that they might have joy* (2 Nephi 2:25). Be safe, play fair, and enjoy the experience.

### YELLOW/RED CARD SYSTEM

A yellow/red card system is used to monitor unsportsmanlike behavior and improper conduct. A participant who receives a yellow card will be required to sit out for two minutes of game time. A participant who receives a red card will be ejected from the game and must leave the facility before play resumes. A team with a carded player must play with one less player until the penalty time has expired (Yellow = 2 minutes & Red = 4 minutes).

The following are examples of yellow/red card offenses:

Yellow Card: Non-directional profanity; arguing; rough play; taunting.

Red Card: Illegal participation; directional profanity; flagrant contact; fighting; threatening behavior.

### TOURNAMENT INFORMATION

Each activity has a classification process that is intended to place similarly skilled teams against each other for tournament competition. Teams will be given a ranking between 1 and 5 (5 being the highest) for each regular season game they play. To receive a 5 ranking, a team must be proficient in each of the following five criteria:

1. Team is able to use the wall in a strategic manner.
2. Setting is accurate to allow a good hit.
3. Attacks are successful.
4. Defense and blocking are effective.
5. The team is able to work well together.

At the conclusion of regular season play an overall average of each team's rankings will be computed and eligible teams will be placed in the tournament division that best fits their ability. Important tournament dates are listed below.

- Tournament classification rankings will be posted by 4:00 PM on Tuesday, February 18.
- Teams will have until **4:00 PM on Thursday, February 20** to challenge classification rankings.
- Tournament brackets will be posted by 4:00 PM on Friday, February 21.
- Tournament play begins Tuesday, February 25.

Tournament brackets may be viewed on the intramural web page or in the glass cases located next to the Intramural Office (145 Richards Building). **Posted game times will not be changed for personal conflicts.** Team captains should notify the Intramural Office **in advance** to avoid potential scheduling conflicts for their team(s). This can be done through the use of a schedule request form, which is available in the Intramural Office. This form must be submitted by 4:00 PM on Thursday for the following week's schedule.

## RULES

1. *Team Composition:* A team consists of four players (2 women and 2 men). The minimum number of players needed to start a game is 2 (1 man and 1 woman). The maximum number of women permitted to play at one time is 3, and the maximum number of 2 men at one time. Team rosters are limited to ten participants.
2. *Game Duration:* All matches will consist of the best of 2 out of 3 games. The first two games will go to 25 points, win by two, with a cap at 29. Third game will go to 21 points, win by two, with a cap at 25. All games will be rally scoring.
3. *Timeouts:* Each team will have 3 time-outs per match.
4. *Serving:* The server can serve from anywhere along the back wall. The serve must be made within an arm's length from the wall when the ball is hit. Team members must rotate the serve. If the ball hits the net or the rope the ball is playable. A served ball that contacts the net hardware will be played as an extension of the net and will be legal. When a team is playing with a full team (4 players) the server (both offensive and defensive) is not allowed to attack or block. When a team is playing with either 2 or 3 people, all players are allowed to attack and block.
5. *Out of Bounds:* The opponent's back wall is out. However, the receiving team can hit or deflect the ball off its own back wall to keep the ball in play. Hitting more than one wall when the ball is hit over the net is out. If the ball strikes the ceiling while passing over the net, the ball is out. A player may not hit the ball off the wall to himself.
6. *Miscellaneous:* The receiving team *may* set the serve. A double hit is allowed on a block or on the return of a hard-driven hit. If the ball travels through the gap between the wall and the net, the point is played over, unless this happens on the third hit or on the serve. Substitutes may enter the game only for the server. Only three hits are allowed per side. A girl **must** hit the ball if there is more than one hit on the side. The ball can hit an unlimited number of walls on the offensive side, as long as the ball is not hit over the net.

**If you have any questions, contact Tanner in 145 RB (801-422-7597) or access our web page. [intramurals.byu.edu](http://intramurals.byu.edu) Have a fun season!**