

COED WALLYBALL

Information Sheet

Winter 2017

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 appointment time sign-ups will begin at 3:00 PM on Monday, January 9 @ imsignup.byu.edu

A net ID and password are required to register for an appointment time. Schedule sales will begin on Tuesday, January 10. Those who make an appointment will have first priority. **(Entries are limited)**

ENTRY FEE

A \$30.00 non-refundable entry fee will be required at registration for each team.

CAPTAINS MEETING

Meetings for team captains (or a representative from each team) will be held **Thursday, January 12 at 11:00 AM in 267 RB and Tuesday, January 17 at 4:00 PM in 267 RB.** Intramural policies and procedures will be discussed so it is important that all teams be represented at *one* of these meetings.

ELIGIBILITY

Winter 2017 full-time BYU students (12 credits), and faculty/staff are eligible. Part-time students, deferred students, non-students, and spouses of students must pay an intramural activity fee for each semester in which they participate. **Non-BYU students must be active members of a Provo young single adult (YSA) or married student ward.** Their membership records must reside in the YSA or married student ward they attend.

The intramural activity fee is paid at the Information Center in 112 Richards Building. The cost is \$25.00 per semester during fall & winter and \$20.00 for spring/summer. A BYU ID or BYU Net ID with valid picture ID is required at time of payment. This fee will enable a participant to compete in any intramural activity during the appropriate semester/term.

To participate in a team sport, each player must be added to his online team roster by 3:00 PM for weekday 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, school, or work issued) picture ID before every game.* Picture ID printouts are not acceptable. Participants, whose privileges list “Fee Needed”, must present show their paid receipt for the intramural activity fee before they can check in.

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, 436-438).

Sportsmanship is everyone's responsibility. We hope everyone will conduct himself in a mature and friendly manner. Team captains are responsible for the conduct of their players and spectators. 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. **Live with integrity:** *We believe in being honest, true, chaste, benevolent, virtuous, and in doing good to all men...* (Thirteenth Article of Faith). Be consistent with who you are in all situations. “We are what we repeatedly do; excellence, then, is not an act but a habit” (Aristotle).
2. **Be accountable:** The gift of agency allows us the ability to choose right from wrong. Although we are free to choose our actions, we are not free to choose the consequences. Other people cannot determine our feelings or thoughts. We are each accountable for the things we do and say and should never blame others for our behavior.
3. **Live the Golden Rule:** *And as ye would that men should do to you, do ye also to them likewise* (Luke 6:31). “Good sportsmanship includes thoughtfulness and concern for others...humility in victory; and calmness and composure in defeat. It is fair play, following both the spirit and the letter of the rules. It is the Golden Rule in action on the playing court, on the bench, and in the stands” (Physical Fitness, Sports, & Recreation Manual. The Church of Jesus Christ of Latter-day Saints, 1984; 17).

4. **Play by the rules:** Do not push limits or escalate your level of physical play to match the style of enforcement. Playing to the call or whistle instead of by the established rules of the game is a violation of integrity and honesty. This style of play endangers the other players. Play hard, but play fair and honor the rules.
5. **Turn the other cheek:** 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. Be meek. *Ye have heard that it hath been said, An eye for an eye, and a tooth for a tooth...whosoever shall smite thee on thy right cheek, turn to him the other also* (Matthew 5: 38-39).
6. **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. Demonstrate gratitude for the efforts of the officials and activity supervisors. *A soft answer turneth away wrath: but grievous words stir up anger* (Proverbs 15:1).
7. **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 court 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

There will be two divisions (intermediate and beginner) for regular season play. 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 28.
- Teams will have until **4:00 PM on Thursday, March 2** to challenge classification rankings.
- Tournament brackets will be posted by 4:00 PM Friday, March 3.
- Tournament play begins Tuesday, March 7.

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 amount of walls on the offensive side, as long as the ball is not hit over the net.

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