

## **Spikeball**

Current USA Spikeball rules will govern spikeball with the following emphasis and modifications. Also, standard Intramural rules apply when applicable.

- A team consists of two players. A minimum of two players is required to start and continue a game. For CoRec, one male and one female is required to be in the game at any time. Rosters are allowed to have 3 players, however, the same 2 players that start a game must finish a game, unless an injury occurs. Substitutions can be made between games.
- All matches will be limited to best two out of three games or thirty (30) minutes. Games will increase to best of five in playoffs. No time limits in playoffs.
- Time limit rule: If time has reached its limit during the second game and the winner of the first game is winning, the game is ended and that team is declared winner of the match. If the time has reached in the second game and the winner of the first game is losing, the game is declared dead, and a determining third game is played to 11 points.
- There will be no mercy rule.
- First two games are played to 21, win by two with a cap at 25, and if necessary the deciding (third) game will be played to 15 points, win by one.
- It is recommended that teammates wear matching jersey colors that are not to be confused with their opposing team. **Recommendation: Bring two contrasting colors to match play.**
- Games will be self-officiated with the basis that all players are familiar with the rules, the sport assistants will be responsible for checking in all eligible players, administering first aid, and recording individual game/match scores.
- Captain's Meeting: Rock, paper, scissors to determine serve. In playoffs, the higher seed will have the option.

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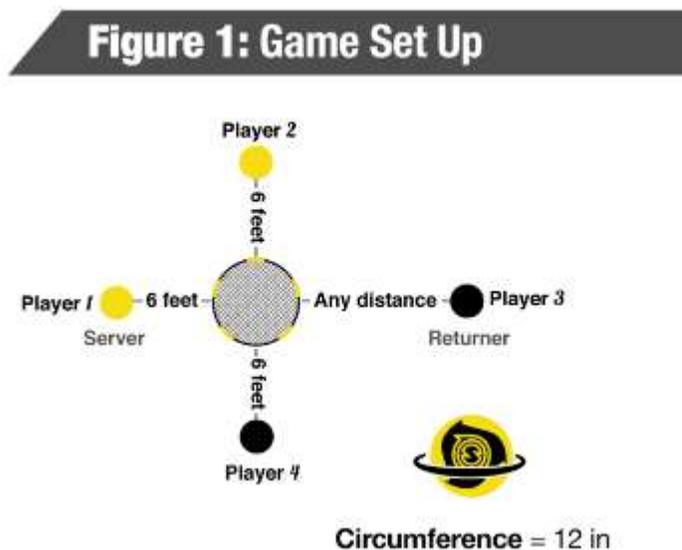
**Overview of Spikeball:** A team sport played by two teams consisting of two players each. Opposing members line up across from each other, with the net in the center. A point begins when the server hits the ball off the net towards the opposing player facing opposite him/her. The object of the game is to hit the ball off the net in such a way that the opposing team cannot successfully return it.

A team is allowed up to three touches to return the ball onto the net. Once the ball is played off the net, possession switches to the opposing team. The rally continues until a team is unable to legally return the ball. Players may move as they wish during a point, so long as they do not physically impede the opponents' play on the ball.

## **Basics**

- Before Play:

- Initial player positions are shown in Figure 1:



- During Play:
  - All players except the receiver must begin the point at least 6 feet from the net.
    - The receiver may stand at any desired distance.
  - Once the server strikes the ball, players may move anywhere they choose.
  - Possession changes when the ball contacts the net.
  - Each team has up to 3 touches per possession.
  - Determine a serving order which alternates players from the two teams ( e. g. Player 3 follows player 1, etc.).
    - This order can be changed between games in match play.
  - To equalize sun and wind effects (if played outside), rotate starting positions 90 degrees counter-clockwise every 5 points if desired.

### Scoring

- Spikeball is played using rally scoring; points can be won by the serving or receiving team.
- The rally ends and a point is awarded when:
  - The ball contacts the ground or otherwise isn't returned onto the net within 3 touches.
  - The ball is hit directly into the rim at any time, including on a serve. (This does not apply to "roll-up" hits.
  - The ball bounces and falls back onto the net or rim.
  - The ball clearly rolls across the net.

## SERVING

- If the receiving team wins the point, the next designated player serves according to the initial sequence. Otherwise, the server switches places with his partner and serves to the other receiving team member.
- The receiving team sets their position first. The server stands 180° across from the designated receiver--the only player allowed to field the serve.
- Serves may be struck with any amount of force; short serves are allowed.
- If a server commits two faults, the receiving team wins the point. Violation of **ANY** of the following rules is a fault:

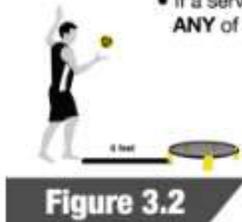


Figure 3.2

- The server must toss the ball upward at least 2 inches. (Figure 3.1)

- If the server tosses the ball, he must hit it.  
- Dropping, catching or swinging at and missing a toss all count as a fault.

- The server's feet must be completely behind the service line, if drawn, or otherwise at least 6 feet from the net when the ball is hit. (Figure 3.2)

- The server may not lean or fall forward so as to strike the ball closer to the net.

- The server may take one pivot step **OR** direct approach steps, but may not move laterally beyond a pivot or change directions during approach. (Figure 3.3)

- The server may contact the ball with one foot airborne, but that foot must contact the ground at least 6 feet from the net before further movement.

- Serves may not pass higher than the receiver's upwardly extended hand. (Figure 3.4)

- If the receiver can catch the ball without jumping, it is playable. If not, the receiving team may say "fault" before the next touch or ground contact to signal a fault, or they may elect to continue play. (Figure 3.4)

- The serve should come cleanly off the net.  
- If the ball takes an unpredictable bounce (commonly called a pocket) and/or hits the net but then rolls into the rim and off (commonly called a roll-up), the receiving team may say "fault" before the next touch or ground contact, or they may continue play. (Figure 3.5)

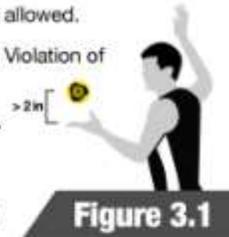


Figure 3.1

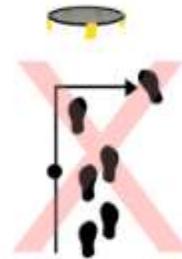


Figure 3.3



Figure 3.4



Figure 3.5

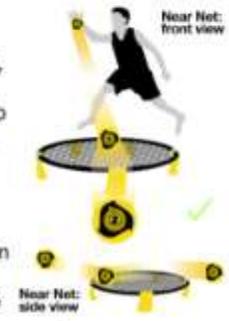


Figure 3.6

- If the ball hits near the server's side of the net (commonly called a near-net), it typically bounces low and hard without an unpredictable change of direction. This is a legal serve. (Figure 3.6)
- If the serve misses the net, hits the rim directly, or bounces and lands back on the net or rim, the receiving team wins the point.

- All service faults may only be called by the defender receiving the serve and not by their teammate. If the defender receiving the serve plays a pocket serve and does not call "fault" the play will resume.

### Rallies

- Touches must alternate between teammates. Consecutive touches by one player result in a loss of point.
- The ball must be contacted cleanly, not caught, lifted, or thrown.
  - Players may not hit the ball with two hands, even if placed together "volleyball style".
- Players must use any individual part of their body to hit the ball.
- If the ball is hit directly into the rim, or bounces and lands back on the net or rim, the

rally ends and the non-hitting team wins the point.

- After the serve, any unusual bounce (i.e. pocket) that does not contact the rim is legal and playable.
- A shot which lands on the net, rolls into the rim and then off the net (i.e. roll-up) is played as a pocket, not a direct rim hit. If teams cannot determine the legality of a hit, replay the point.

### **Infractions**

- Remember: Player safety is paramount.
- Defending players must make an effort not to impede the offending team's possession or play on the ball.
- If an offender collides with a defender, or a defender's position prevents a makeable offensive play on the ball, the infringed player may call "hinder" to force a replay of the point.
- If during a possession (or en route to the net), the ball contacts a defender to prevent a makeable offensive play, the infringed team may call "hinder" to force a replay.
- The following infractions cause a loss of point:
  - A defensive player attempts to play a ball out of turn.
  - A player hits a shot off the net which subsequently hits himself or his teammate.
    - If the defensive team has no play on the ball, they should cede the point to the offense.
  - A player makes contact with the spikeball round-net set, moving the set from its original position or affecting the trajectory of the ball.
  - If neither net position nor trajectory changed, play on.

Source: <http://usaspikball.com/official-rules>