Florida Southern College Wellness Programs
Spikeball Event (2 per team)
Information Sheet

PLAY BEGINS:
The Spikeball event will be held on Friday, November 15th.

ENTRY INFORMATION:
The entry deadline is Friday, November 8th 2013. To register you must visit
http://www.flsouthern.edu/wellness/intramurals/forms.htm and follow registration links or visit directly

ENTRY FEES:
Intramural Spikeball is free. However, if your team does not show up you will be required to pay $25.00 forfeit fee.

LEAGUE INFORMATION:
The leagues offered are Men’s and Women’s. If you have any questions about what league your team should sign up, please contact intramurals at arossow@flsouthern.edu or 863-680-4123.

LEAGUE TIMES:
All teams will play on Friday, November 15th. The tournament will start around 3pm.

LOCATION:
The Spikeball event will be played at the sand volleyball courts.

MANDATORY CAPTAINS MEETING/PLAYOFF MEETING:
A mandatory captains meeting will be held at 4:00pm on Tuesday, November 12th in the Dubose Conference Room(next door to the career center). Rules and policies will be reviewed at this meeting. Schedules/Brackets will be distributed at the conclusion of the meeting. If the captain or a team representative fails to attend the meeting, they will have till the next morning to contact intramural sports about rescheduling a time for the meeting. All teams that don’t show up will be charged $10.00 before the team is allowed to play. Captains and teams are responsible for knowing when and where they play.

QUESTIONS:
Questions please contact Alicia Rossow, Assistant Director of Wellness Programs and Intramural Sports at 863-680-4123 or arossow@flsouthern.edu. The intramural sports office is located in the HWC Gym.
Florida Southern College 2013 Fall Spikeball

How do I play?

Team:

Two teams of Two(Four Total). Each team starts on opposite sides of the net.

Serving:

Team One serves by hitting the ball off the net towards Team Two. Team Two has up to 3 hits between them before returning the ball to the net. (Note, it is NOT required that you use all 3 of your hits.) Side-out scoring is used (you can only score when serving). To determine who serves first, the teams should volley. Once the game has begun, each team alternates serves between players.

*Important: Once the ball is in play there are no longer “sides”. Each team member can run anywhere at anytime. Teams switch serving sides once the first team has reached 11 points. The first team to 11 points usually has the most trash talking at this point.*

Serving etiquette:

There are two schools of thought on serving. The “GET IT IN PLAY” serve means the serve should be easy enough that the opposing team can return it with little effort. This style encourages longer, more competitive rallies.

The second option “BRING THE HURT” serve means anything goes, hit as hard or as soft as you like. This method gives the serving team the advantage and makes the game more competitive.

There is no right or wrong in these two methods. Choose one that works for you and your crowd and get playing.

Scoring:

1st team to 21 wins (must win by two). Use side-out scoring. If your team served and the other team cannot return your shot, you’ve won a point. Note: You can only score when serving.

Other important rules

To avoid a brawl, the opposing team must always put forth an honest effort to get out of the way of the “hitting” team. If a solution is unclear, the point becomes a do-over.

If your shot hits the rim it is known as a “rimmer” and is side-out.

If your shot hits a “pocket” (kind of on the net and kind of on the rim) you do the point over. Sorry, we don’t have a clever name for this type of shot, call it a “Pocket”.

If the ball does not bounce off the net, the point is side-out.

In order for the ball to be in play, after hitting the net, it must clear the rim. If it doesn’t it is side-out.

Body shots are legal.. for the most part. You can not use your legs but if needed you can use forearms and chest.