

INTRAMURAL SPIKEBALL RULES

Intramural Spikeball play shall be governed by the official Spikeball Rules as founded by the creators of the sport.

RULE 1 THE GAME

Start of Game A coin toss at the beginning of the match will determine which team receives the choice of first serve or choice of side of court for the first game. The team not serving first in the first game shall serve to start the second game. In the event of a third game of the match, a second coin toss will determine the choice of first serve or side.

The teams shall change sides of the court for the second game. Teams will not change sides of the court in the middle of the third game.

Game Time Teams not present at the scheduled game time will lose the first game. 10 minutes after the scheduled game time is when game 2 will begin. If the team has not shown up at this time, the match will be a forfeit.

Section 2 Match Art. 1 The first team to win 1 game shall be the winner of the match. Scoring will be rally scoring in each of the games playing to a total of thirteen (13) points (no cap) to win the game. The winning team must win by 2 points.

RULE 2 THE PLAYING AREA

Once a point starts, players can move or hit anywhere. No sides or boundaries.

RULE 3 GAME EQUIPMENT

Section 1 The Net The tension of the net should be consistent throughout. A ball dropped from 3 feet above the net should bounce up approximately 12-18 inches.

Section 2 The Ball The ball should be inflated to 12 inches in circumference.

RULE 4 THE TEAM (COMPOSITION AND POSITIONS)

Section 1 Team Players Art. 1 A team shall consist of two (2) players. A team must have at least two (2) players to start and continue a match. If a team does not have two (2) players to start a game, it will result in a forfeit. If a team drops below two (2) players during a match, it will result in a default for the team.

Section 2 Positions Art. 2

If playing outside, rotate positions 90 degrees counterclockwise every five (5) points to account for sun and wind effects.

RULE 5 THE SERVE

Section 1 General Art. 1 All players except the receiver must begin the point at least 6 feet from the net. The receiver may stand at any desired distance. The receiving team sets their position first. The server stands 180 degrees (directly) across the designated receiver.

Art. 2 One the serve strikes the ball, players may move anywhere they choose.

Art. 3 Serving order must alternate players from the two teams between each point. If the receiving team wins the point, the next designated player serves according to the initial sequence.

Art. 4 The ball must be tossed up at least two inches in the serve. Serves may be struck with any amount of force; short serves are allowed.

Section 2 Faults Art. 1

If a server serves two faults, the receiving team wins the point.

Art. 2 Violation of ANY of the following rules is a fault:

- Server did not toss the ball upward at least 2 inches
- Server did not hit the tossed ball. They dropped, caught, swung and missed or missed a tossed ball.

RULE 6 DURING PLAY

Section 3 Possession

Possession changes when the ball contacts the net

Section 4 Contacting the Ball Art. 3

Each team is limited to a maximum of three (3) touches per possession. Touches must alternate between teammates. Players may use any individual part of their body to hit the ball.

Art. 4 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.” (ie. No setting the ball)

Art. 5 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.

Section 5 Infractions

Art. 1 Player safety is paramount.

Art. 2 Defending players must make an effort not to impede the offending team’s possession or play on the ball.

Art. 3 If an offender collides with a defender, or a defender’s position prevents a makeable offensive play on the ball, the infractioned player may call “hinder” to force a replay of the point.

RULE 10 SCORING

Art. 1 The game is played using rally scoring; points can be won by the serving or receiving team.

Art. 2 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.
- The ball bounces and falls back onto the net or rim.
- The ball clearly rolls across the net.
- The ball is consecutively touched by one player awards the opposing team a point.

RULE 11 TIME-OUTS AND INTERMISSION

Section 2 General Art. 3

Each team shall be permitted one (1), 60 second timeout **per game**. Timeouts do not carry over from one game to the next. Timeouts will only be granted during a dead ball situation.

Section 5 Between Games Art. 1

The time period between games of a match shall be no more than **1 minute**.