How To Play

Overview
Revoll is a team sport played by two teams of two players around a Spikeball® set. Opposing teams line up across from each other with the Spikeball® set in the center. The ball is put into play with a serve. Once the ball is served the players can move anywhere they want - there are no sides and no boundaries. The object of the game is to hit the ball onto the net so that the opposing team cannot return it. Each team is allowed up to three touches to return the ball, similar to volleyball. In RoundNet, possession changes when the ball hits off of the net. The ball cannot hit the rim and must get off of the net in one bounce. The rally continues until the ball is not returned properly.

What You Need
- Spikeball® Ball
- 4 Players
- Spikeball® Net

Set Up
- Team
- Player 1 - 6 feet behind Server
- Any distance between Player 1 and Player 2
- Player 2 - Server
- Any distance between Player 2 and Player 3
- Player 3 - Returner
- 2 lanes

The Basics

Serving
- The server's feet must be behind the six foot serving line.
- The ball must come cleanly off of the net. If the serving team misses the net or outright hits the rim, they lose the point. If they serve the ball too high or into a "pocket" (both rim and net), then the server will redo the serve.
- If the serving team cannot hit a legal serve on the second try, they lose the point.
- Only the defensive player opposite the server may return the serve.
- The server continues to serve until his team loses a point.
- If the serving team wins a point, the server and his/her teammate switch places. If the defense wins, there is no change in starting positions
- Soft and hard serves are allowed.
- Drop serves are not only allowed, but encouraged.

Contacting the Ball
- Each team gets up to three touches to return the ball off of the net.
- Touches must alternate between teammates.
- Only the server can serve, and you can only serve once per point.
- You may use any part of your body as a "touch", but you cannot use two hands at once or contact the ball twice consecutively.

Scoring
- Rally scoring - games are to 21, win by 2
- Switch sides after one team reaches 11 points.
- Points are scored when:
  - The ball does not bounce off of the net in a single bounce. (It must clear the rim in order to be good)
  - The ball hits the rim
  - The ball hits the ground

Infractions
- Defensive players must make an effort to get out of the offensive team's way. If they do not, the offensive team may call a "Hinder" and the point is replayed.
- If a player hits a shot off the net then the ball hits their teammate, or themselves, they lose the point.
- If anyone makes contact with the Spikeball® set that moves the set or affects the trajectory of the ball, they lose the point. If the contact does not move the set or affect the trajectory of the ball, play on.

Revol is the ultimate gentlemen's (or gentlewomen's) game. If there are any disagreements, replay the point!