INTRAMURAL SPIKE BALL RULES (Updated 8/15)
Spike ball will follow the rules outlined by USA Spike ball (usaspikeball.com) with the following modifications

**Rule 1: Facility**
All games will be played at the WRC Sand Volleyball courts west side of the building (Alcohol and tobacco are not permitted in the vicinity, which includes the parking lot).

**Rule 2: Player Eligibility**
1. All Intramural Sports eligibility rules apply. Please check your Intramural Sports Rules and Regulations carefully.
2. All players must check-in with their University ID cards with the on-site Supervisor prior to the start of the event.

**Rule 3: Team Composition**
1. This is an open event so each team can consist of 2 males, 2 females, or 1 male and 1 female.

**Rule 4: Ground Rules**
1. The winner of rock, paper, scissors gets to pick side or serve.
2. Opposing players line up across from each other.
3. Before the ball is served any players not receiving the serve must be 6 feet from the net.
   a. The returner can stand at whatever distance they choose.
4. Once the ball is served players can move anywhere they want.
5. Possession changes when the ball contacts the net.
6. Each team has up to 3 hits per possession, but they do not need to use all 3 hits.
7. Hits must alternate between teammates if the team is taking multiple hits to return the ball. After the ball is returned into the net the order resets.
8. The ball must be hit, not be caught, lifted, or thrown. You cannot hit the ball with two hands (this includes putting both hands together while contacting the ball with your hands).
9. You can use any part of your body to hit the ball however you cannot contact the ball twice in a row regardless of what part of your body it touches.
10. If the ball hits any part of the ground or rim it is no good. There are only “lets” on the serve. After the serve, if the ball does not hit the rim, play it regardless of how it bounces.
11. Once the ball hits the net, it must bounce off in a single bounce. It must clear the rim in order to be good.
12. The match is best 2-out-of-3 games.
13. If there is a discrepancy between teams about a point it must be replayed, if the teams cannot agree to replay the point a double forfeit will be recorded.

Rule 5: Serving Rules
1. The serving player has 2 attempts to serve the ball to the other team legally. If he/she cannot complete a legal serve within his/her 2 attempts it is a side out and the other team receives a point and gains possession of the serve.
2. The receiving team sets their position first. The server stands directly across from the receiving player. Only the designated receiver can field the serve.
3. The ball must be tossed up from the server’s hand before it is hit. It cannot be hit out of the server’s hand. If the server does not like the toss, he/she needs to let the ball drop to the ground.
   a. They will have one more opportunity to toss and serve the ball.
4. Server’s feet must be behind the service line (at least 6 feet away from the net) when the ball is hit. They can lean over the service line, but his/her feet may not cross the service line until after the ball is hit.
5. The server is allowed to take a pivot step or approach steps, but is not allowed to move laterally beyond a pivot.
6. Serves can be as hard or as soft as the server likes, and drop shots are allowed.
7. Serves must be below the receiver’s raised hand. If the ball can be caught by the receiving team, it has to be played. If the ball is too high, the receiver must call “let” before their teammate touches the ball.
   a. The serving team has one more try to serve. If the serving team cannot hit a legal serve on the second try, they lose the point. If the receiver does not call “let,” play continues.
8. The ball must come cleanly off the net on a serve. If the ball takes an unpredictable bounce (commonly known as "pocket"), the receiver must call “let” before their teammate touches the ball. The serving team has one more try to give a clean serve. If the serving team cannot hit a legal serve on the second try, they lose the point. If the receiver does not call “let,” play continues.
9. If the ball takes an unpredicted bounce, and lands back on the net or the rim, it’s a side out and the other team receives a point and gains possession of the serve.
10. If the ball contacts the rim at any time after the serve, it is dead and a point and the serve will be awarded to the other team.
11. After a server wins the point, they change positions with his/her teammate so he/she is directly across from the other member of the receiving team.
12. The four players serve in the same sequence throughout the match, changing the server each time a rally is won by the receiving team.

Rule 6: Infractions
1. Defensive players must make an effort to get out of the offensive team’s way. If a member of the defensive team is in the way of a play on the ball, the player being blocked must call “hinder” and the point is replayed. The offensive team must have a legitimate play on the ball to call “hinder.”
2. If the defensive team is inadvertently hit with the ball prior to it being returned into the net or while the offensive team is passing, the offense can call a “hinder” and
the point is replayed. The offensive team must have a legitimate play on the pass or return to call a “hinder.”

3. If a defensive player attempts to play a ball when it is not his/her turn, his/her team loses the point.

4. If a player hits a shot off the net then the ball hits his/her team mate, his/her team loses the point. If a player hits a shot off the net then the ball hits himself/herself, he/she loses the point.

5. If any player makes contact with the Spike ball set that moves the set or affects the trajectory of the ball, their team loses the point. If the contact with the Spike ball set does not move the set or affect the trajectory of the ball, play on.

Rule 7: Scoring

1. Spike ball is played with rally scoring (points can be won by the serving or receiving team).

2. Games are played to 21; teams must win by two points.

3. Teams will switch sides after one team reaches 11 points.

4. Points are scored when:
   a. The ball isn’t hit back into the net within 3 hits
   b. The ball hits the ground
   c. The ball hits the rim (including clips)
      i. Unless during the first serve attempt which is a “let”
   d. The ball does not bounce off the net in a single bounce. (It must clear the rim in order to be good)
   e. There is an illegal serve on the second serve or another infraction occurs

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Appendix:
Game Diagrams below….