

# Spikeball

USA Spikeball Rules will govern play with the following exceptions and highlights:

## **ELIGIBILITY**

All participants must have an active WRC membership, Intramural Sports Play Pass, and show their UNI or Government-Issued ID prior to each contest. Eligibility status is the responsibility of each individual participant and the Team Captain.

## **TEAMS**

- 1.1 The game shall be played by two teams of 2 players. A minimum of two players is necessary to begin play.
- 1.2 Game time is forfeit time. A 5-minute grace period will be awarded to the team that does not meet the minimum player requirement if at least one player is present at the scheduled game time.
- 1.3 Games are self-officiated.

## **THE GAME**

- 2.1 During the pre-match conference, a coin toss or Rock, Paper, Scissors shall be conducted between the managers of each team. The winner shall choose either to serve/receive or the side playing area. The loser of the toss shall be given the remaining choice.
- 2.2 Games are played to 21. Teams must win by 2.
- 2.3 Opposing players line up across from each other.
- 2.4 Before the ball is served, any players not receiving the serve must be 6 feet from the net. The returner can stand at whatever distance they choose.
- 2.5 Each team has up to 3 hits per possession, but they do not need to use all 3 hits.
- 2.6 Once the ball is served, players can move anywhere they want. Possession changes when the ball contacts the net.
- 2.7 Rally scoring will be used (points can be won by the serving or receiving team).

## **PLAY**

### 3.1 Types of Faults:

- The ball isn't hit back into the net within 3 hits.
- The ball hits the ground.
- The ball hits the rim (including clips).
- Even during a serve, rim shots don't count as a "let".
- The ball does not bounce off the net in a single bounce.
- It must clear the rim in order to be good.
- There is an illegal serve or other infraction.
- The ball is hit with two hands.

- 3.2 The receiving team sets its position first. The server stands directly across from the receiving player. Only the designated receiver may field the serve.
- 3.3 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, they need to let the ball drop to the ground. They will have one more opportunity to toss and serve the ball.
- 3.4 When the ball is hit, the server's feet must be behind the service line (at least 6 feet away from the net). They can lean over the service line, but their feet may not cross the service line until after the ball is hit.
- 3.5 Serves must be below the receiver's raised hand. If the receiver can catch the ball, it has to be played. If the ball is too high; the receiver must call "let" before their teammate touches the ball. 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", continue play.
- 3.6 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", continue play.

- 3.7 If the ball takes an unpredicted bounce and lands back on the net or the rim, it is the other team's point and a change of service.
- 3.8 After a server wins the point, they change positions with their teammate so they are directly across from the other members of the receiving team.
- 3.9 Hits must alternate between teammates. 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). You can use any part of your body to hit the ball and it counts as your hit. You cannot contact the ball twice in a row regardless of what part of your body it touches.
- 3.10 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. If teams cannot determine if the ball hit the rim, replay the point, no questions asked. Once the ball hits the net, it must bounce off in a single bounce. It must clear the rim in order to be good.

## **SPECIFICATIONS**

- 4.1 Defensive players must make an attempt 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 replay the point. The offensive team must have a legitimate play on the ball to call "hinder".
- 4.2 If the defensive team gets hit with the ball, call "hinder" and replay the point. The offensive team must have a legitimate play on the pass to call "hinder".
- 4.3 If a defensive player attempts to play a ball when it is not their turn, they lose the point.
- 4.4 If a player hits a shot off the net, then the ball hits their teammate, they lose the point. If a player hits a shot off the net, then the ball hits them, they lose the point.
- 4.5 If any player contacts the Spikeball set, that moves the set or affects the trajectory of the ball, they lose the point. If the contact with the Spikeball set does not move the set or affect the trajectory of the ball, play on.