

Spikeball Rules

Activity Format: A one-day, single elimination tournament format will be used.

Policy Information: For additional information please review the Intramural Sports Handbook online at: www.butler.edu/intramurals

Equipment

Shoes: Each player must wear athletic shoes made of soft, pliable upper material (molded plastic, canvas, leather, or synthetic) or rubber composite cleats which covers the foot attached to a composition bottom.

Trampoline/Spikeball: Equipment will be provided by the Intramural Sports staff at the game site. Only equipment provided by Intramural Sports will be allowed.

Illegal Equipment: Pants or shorts must be free of exposed drawstrings or belt loops. Stocking hats may be worn, but any hat with a hard bill will not be allowed. Any equipment that is in the official's judgement would be injurious to participants is illegal to wear. Jewelry of any kind may not be worn unless previously approved by the Intramural Office (medical/religious reasons). Wrists must be free of all bracelets, hair ties, Livestrong bands, etc.

Game Regulations

Players: An official team will consist of two (2) players.

Substitutions: Substitutions can be made up to and through registration. Once the first game for a team has started, substitutions are not allowed.

Game Length: A match will consist of the best of three (3) games OR a 30-minute period. Games 1 & 2 are played to 21 points, and game 3 is played to 15 points. Teams must win by 2 points in every game. Games 1 & 2 are capped at 25, and game 3 is capped at 20.

Officials: The Intramural Sports department does not schedule officials for Spikeball games. Participants will call their own games. No game may be played without its being scheduled through the Intramural Office.

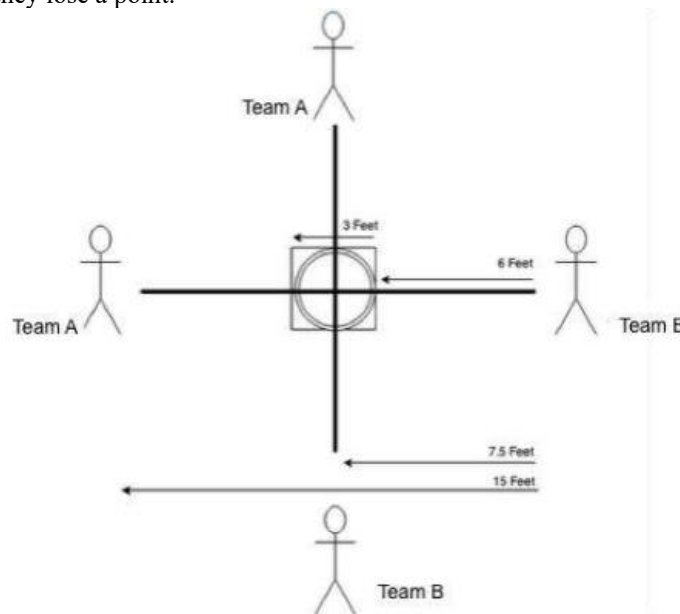
Sport Specific Rules

Scoring: Spikeball will be played using rally scoring. A point will be awarded to a team regardless of who served previously. Each score will have a value of one point.

Starting the Game: Teams will determine first serve through an odd or even game. The team that wins will decide to serve or

receive first. The second game begins with an automatic reversal of the first choice from the first game. If there is a third game, another odd or even game will occur.

Serving: Before a serve, opposing players must line up across each other before the ball is served. Players must be 6 feet away from the net. The designated receiver stands directly across the server, and is the only one that can field the serve. If the serving team wins the point, the server will rotate between the opposing players during each service until they lose possession. On the next possession, the other player will become the server until they lose a point.



Legal Serve: A serve must start the serve behind the “service line”. The “service line” is 6 feet away from the net. The server cannot cross the line until the ball has been contacted. No jump serves are allowed. 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. After the ball has been tossed for the serve, the server must hit the ball below his other raised hand. The ball cannot be served underhanded. The server will have two opportunities to legally serve the ball.

After the ball is served, it must come cleanly off the net. If the ball can be caught by the receiver, it is playable. If not, the receiver can call “let” for a reserve. If the second serve is not legal, the point and serve are lost, and the other team will begin service. If the receiver does not call “let”, the play continues.

During the Play: After a legal serve, all players are allowed to move anywhere around the net. The receiving team will have 3 hits per possession to get the ball back to the net. The team does not have to use all 3 hits. Hits must alternate between

teammates. It is considered an illegal hit if the ball is caught, thrown, lifted, or hit with two hands at the same time. Players can use any part of the body to hit the ball, but cannot hit the ball twice in a row. After the ball hits the net, the count resets and the other team must make their hits. The ball must only bounce once, or the point is lost. If there are any discrepancies, the point must be replayed.

Defensive Players and “Hinders”: Defensive players are not allowed to interfere with the offense’s play on the ball. They must make an effort to not get in the way. If an offensive player feels a defensive player is in the way of a play on the ball, the blocked player must call “hinder”. If a defensive player accidentally hits the ball before it hits the net or before it is passed to another teammate on the offense, an offensive player can call “hinder”. These points will be replayed.

Pocket and Rimmers: During a rally, any shot that changes the trajectory of the ball due to the ball’s proximity to the rim, without contacting the rim (i.e. pocket) is legal. Note, this is not legal on a serve. Any ball that contacts solely the rim ends the play and the point is awarded to the defensive team.

Losing a Point: A team will lose a point and service to the other team by the following faults:

- a) A player hits a shot off the net and the ball hits his/her teammate or himself/herself.
- b) A defensive player attempts to play a ball when it is not his/her turn.
- c) An illegal hit.
- d) There is a fault on both serves.
- e) The ball hits the ground while on offense.
- f) The ball does not hit the net within 3 hits.
- g) Rimmer

If you would like to consult the official Spikeball Roundnet Association rulebook check it out here:

<https://d36m266ykvepgv.cloudfront.net/uploads/media/xcy5cJq7Qn/o/2018-spikeball-roundnet-association-official-rules-512018.pdf>