

Whitworth Intramurals: Spikeball Rules

Spikeball Rules

Teams: Players must sign up through Fusion IM, and be registered and paid to be eligible to participate. No exceptions.

THIS LEAGUE REQUIRES A MINIMUM OF 5 TEAMS. IF THIS REQUIREMENT IS NOT MET, THE LEAGUE WILL FOLD. SPEAK WITH AN IM COORDINATOR FOR MORE DETAILS.

Game Time: Both teams must have a minimum of one representative on the court/field at game time. Teams must meet the minimum roster requirements by 5 minutes after the scheduled game time.

Minimum Roster Requirement: 2 players

Maximum Roster Requirement: 3 players

Game Structure:

Games are played to 21 points, win by two.

Equipment:

Spikeball sets can be rented from the U-Rec. Cleats are recommended for grass, but not required.

Scheduling:

All games will be scheduled on Fusion IM for a specific time and players are allowed to play either in The Loop or in Omache, team's choice. Please see "Section 7" of the IM policy regarding rescheduling, defaults, forfeits and no-shows. Be sure to update your team time preferences prior to the start of the season.

Reporting Scores:

Since this league is not officiated, players must report scores by themselves. This can be done online at the Whitworth Fusion IM page.

Game Play

General:

1. Spikeball is a team sport played by two teams of two players.
 - a) Opposing teams line up across from each other with the net in the center.
2. Teams will play "Rock, Paper, Scissors" to determine who will serve and which side each team will stand on. The game starts by putting the ball into play by serving it into the net.
 - a) Teams switch sides at 11 points.
 - b) Once the ball is in play, players can move to wherever they choose.
3. The object of the game is to hit the ball into the net so that the opposing team cannot return it.
4. A team is allowed up to three touches to return the ball to the net.
 - a) The possession changes when the ball touches the net.

Scoring:

1. Rally scoring:
 - a. Points can be won by the serving or receiving team.
2. Games are played to 21. You must win by two.
3. 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. This includes a serve.
 - d. The ball does not bounce off the net in a single bounce.

- e. There is an illegal serve or other infraction.

Serving:

1. A server and receiver must stand directly across from each other, and only the designated receiver can field the serve.
2. The ball must be tossed up from the server's hand before it is hit. If the server does not like the toss, they need to let the ball drop to the ground and have one more opportunity to toss and serve the ball.
3. The server must be behind the "service line" in order to complete a serve. The "service line" is approximately 6 feet away from the net.
 - a. Players are allowed to lean over the line, but cannot cross the line with their feet until after the ball has been hit.
4. The ball must come clearly off the net on a serve. If the ball takes an unpredictable bounce (pocket), the receiver must call "let" before their teammate touches the ball.
 - a. 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.
 - b. If the receiver does not call "let", play continues.
 - c. If the ball takes an unpredictable bounce and lands back on the net or the rim, it is the receiving team's point and a change of possession.
5. If the ball contacts the rim at any time, it is a point for the other team and a change of possession.
6. After a server wins the point, they change positions with their teammate so they are directly across from a different member of the receiving team.
7. The four players serve in the same sequence throughout the match, changing the server each time a rally is won by the receiving team.

Contacting the ball:

1. Hits must alternate between teammates.
2. The ball must be hit, not caught, lifted or thrown.
3. Balls cannot be hit with two hands.
4. You can use any part of your body to hit the ball and it counts as your hit.
 - a. If the ball hits a part of your body twice, it counts as two hits, and the point goes to the opposing team.
5. There are only "lets" on a serve. After the serve, if the ball does not hit the rim, play it regardless of how it bounces.
6. If teams cannot determine if the ball hit the rim, replay the point.
7. Once the ball hits the net, it must bounce off in a single bounce. If the ball hits the net twice before touching a player, it is considered a fault, and a point goes to the other team.

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 replay the count.
 - a. The offensive team must have a legitimate play on the ball to call "hinder."
2. If a defensive player attempts to play a ball when it is not their turn, they lose the point.
3. 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 him/her, they lose the point.
4. If any player makes contact with the net causing movement or affects the trajectory of the ball, they lose the point.
 - a. If the contact does not move the net or affect the trajectory of the ball, play continues.

Player/Team Conduct:

This league is NOT officiated. All disputes are to be settled calmly and professionally. If the players are incapable of settling disputes calmly and diplomatically, the league will be dissolved and no refunds will be available.

Blood Rule:

Any player who is bleeding must be substituted for until the bleeding stops. Players who refuse to leave the game due to bleeding could potentially face suspension. If by removing the player who is bleeding the team falls below the minimum number necessary to play, the following will apply: the game will be forfeited, with no ability to reschedule.

Protest Policy:

Teams have the option of protesting any application or misinterpretation of a rule. No protest of a judgment call will be considered. In the situation of no referee or IM official, a team may request a protest by calling a timeout and discussing with the other players. If the teams cannot come to a consensus of the correct call, the game play will continue as normal, and either of the teams may file a formal request to an IM staff member. Protest forms can be obtained by going to the Whitworth U-Rec website and looking in the Intramurals tab, or by speaking to an IM coordinator. These forms must be filled out and submitted *within 24 hours of the game*. An IM staff member will review the protest, discuss with both teams, and make a decision. More information can be found by speaking to an IM staff member.



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