

University of Northern Colorado Intramural Sports
Spikeball Rules

Teams should arrive 15 minutes early. Game time is forfeit time! Teams that do not have 2 players at this time will be assessed a forfeit.

Eligibility: See the Intramural Sports Handbook for complete eligibility guidelines. Every player must present their UNC Student ID Card to the Intramural Sports Supervisor prior to the game. Only players who have done so will be allowed to participate.

All games will be self-officiated. Any disagreement about calls may be brought to the Intramural Sports Supervisor for decision, which may result in a replay of the rally. Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches, or spectators can result in the assessment of an unsportsmanlike penalty, ejection, or forfeiture of the game. Two ejections will result in an automatic forfeiture. Spectators must also remain in the area designated by the Intramural Sports Supervisor. The Intramural Sports Supervisors shall have the power to make decisions on any matters or questions not specifically covered in the rules. The Spikeball Roundnet Association rules are followed, with the following key points:

1. Team Requirements

- 1.1 A team shall consist of 2 players.
- 1.2 All teams must have at least 2 players to start and finish a game.

2. Equipment

- 2.1 All of the following player equipment is illegal:
 - 2.1.1 Bare feet - shoes are required
 - 2.1.2 Metal cleats of any kind
 - 2.1.3 Open-heel or open-toe shoes
 - 2.1.4 Casts or hard braces
 - 2.1.5 Jewelry other than medical alert jewelry
- 2.2 Roundnet sets and balls will be provided by the Intramural Sports program.
 - 2.2.1 Net tension should be consistent throughout the net.
 - 2.2.2 The ball should be inflated to 12 inches in circumference.

3. Timing and Scoring

- 3.1 Matches will be played to the best 2 out of 3 games with a 30 minute time limit per match.
 - 3.1.1 The first team to 21 points (with a two-point advantage) will be declared the winner of a game. A point cap of 25 will be set for Games 1 and 2.
 - 3.1.2 If a third game is necessary, it will be played to 15 points (with a two-point advantage). A point cap of 20 will be set for Game 3.
 - 3.1.3 A tie at the end of the 30-minute time limit will be determined by a single point.
- 3.2 Games will be played with rally scoring - a point is scored from each rally by either the serving team or the receiving team.
 - 3.2.1 If the serving team wins a rally, they score a point and continue to serve.

- 3.2.2 If the receiving team wins a rally, they score a point and must serve next.
- 3.3 A team scores a point when:
 - 3.3.1 The opposing team fails to legally return the ball to the set.
 - 3.3.2 The opposing team commits a point-loss infraction.
 - 3.3.3 The opposing team's server has two successive faults.
- 3.4 If a point is replayed after a legal serve is hit, the game resumes at the same score, player positions, and serving order. The server will reset their fault count.
- 3.5 If a point is replayed because teams cannot agree on the legality of the serve, the game resumes at the same score, player positions, serving order, and fault count.
- 3.6 A point is replayed when:
 - 3.6.1 Teams disagree on the legality of a hit
 - 3.6.2 Teams disagree on an infraction
 - 3.6.3 Certain types of hinders occur
 - 3.6.4 There is outside interference
- 3.7 Before the start of each game the Intramural Sports Supervisor will conduct a Captains' Meeting in which they will designate who serves first by a game of Rock, Paper, Scissors.
 - 3.7.1 The captain winning the Rock, Paper, Scissors will choose initial serving order. The other team chooses their team's beginning positions around the net.
 - 3.7.2 The team that served first in the first game will serve second in the second game. This team will also choose their team's beginning positions around the net.
 - 3.7.3 If a third game is needed another game of Rock, Paper, Scissors will determine serve order and starting position.
- 3.8 Teams are allotted one 60-second timeout per game. Timeouts cannot be called during live play.

4. Serving

- 4.1 A server will continue to serve until their team loses service possession by losing a rally.
- 4.2 Teams determine their own serving order at the beginning of their first service possession. Servers must alternate within the team each time a new service possession is gained. The four-person serving order will remain the same for the remainder of the game, but does not need to be the same order used during the remaining games in the match.
 - 4.2 Servers should be at least 6 feet away from the net when completing the serve and have at least one foot in contact with the ground until the ball is struck. Jump serves are not allowed.
 - 4.3 Servers must toss the ball at least 4 inches away from the point of release before being struck by the server.
 - 4.4 Serves may not be caught, carried, or thrown. Serves may be struck with any amount of force. Short serves are allowed. Serves may not pass higher than the receiver's straight-up extended hand.
 - 4.5 If the server commits a service fault the serving team has one more attempt to hit a legal serve. Service faults must be called by the receiving team before their second hit on the ball or a change of possession.
 - 4.5.1 Two service faults in a row result in a point to the receiving team and a change of service possession.
 - 4.5.2 The receiving team can choose to play through a fault.
- 4.6 A service fault occurs when any of the following happen:
 - 4.6.1 The ball is struck before being tossed at least 4 inches from the point of release.
 - 4.6.2 The ball is struck closer than 6 feet from the net.

- 4.6.3 The server does not maintain one foot in contact with the ground at all times during the serve.
- 4.6.4 The ball's trajectory changes due to proximity to the rim without contact the rim. This is also known as a pocket.
- 4.6.5 The ball's initial contact with the set hits the rim or legs directly.
- 4.6.6 The ball lands completely on the netting and subsequently rolls into the rim and up. This is also known as a roll-up.
- 4.6.7 While standing straight up the ball is higher than the receiver's straight-up extended hand. A ball contacting the palm of the extended hand is legal, but a ball contacting the fingertips of the extended hand is not legal.
- 4.6.8 The ball misses the set entirely.
- 4.6.9 The ball bounces multiple times on the net or bounces on the net then hits the set on the way down.
- 4.6.10 After the ball is served, the first contact is by a player on the serving team.
- 4.6.11 The ball is tossed but not hit or contacted. Dropping, catching, or swinging at and missing a toss all count as a fault.

5. Playing the Ball

- 5.1 The ball is in play from the moment the server strikes it until a serving fault occurs and is called by the receiving team or an infraction occurs and is called by any team.
- 5.2 Each team is entitled to a maximum of 3 hits alternating between players before returning the ball to the set.
 - 5.2.1 Any contact with the ball by a player is considered a hit. The ball may touch any part of the body.
 - 5.2.2 A team using more than 3 hits before returning the ball to the set commits the "Four Hits" infraction and loses the point.
- 5.3 The ball must not be caught, lifted, or thrown to constitute a legal hit. A player doing this commits the "Non-strike" infraction and loses the point.
- 5.4 Players may not hit the ball with two hands with the following two exceptions:
 - 5.4.1 At the first hit of the team possession the ball may touch various parts of the body provided the contacts take place simultaneously.
 - 5.4.2 At the first hit of the team possession the ball may contact various parts of the body consecutively provided that the contacts occur during one action to play the ball. This rule does not apply to consecutive touches on the same hand.
 - 5.4.3 The "Two-handed Hit" infraction applies to illegal playing of the ball with both hands simultaneously.
 - 5.4.4 The "Double-contact" infraction applies to illegal playing of the ball with consecutive contacts on various parts of the body.
- 5.5 To change team possession the ball must be hit on the net legally. Illegal hits on the net result in a loss of the point for the hitting team when the following occurs:
 - 5.5.1 The ball contacts any part of the ground.
 - 5.5.2 The ball's initial contact with the set hits the rim or legs directly.
 - 5.5.3 The ball bounces multiple times on the net or bounces on the net then hits the set on the way down.

- 5.5.4 The ball has a prolonged roll along the net.
- 5.5.5 A defensive player attempts to play the ball out of turn.
- 5.5.6 An offensive player hits a shot off the net which subsequently hits themselves or their teammate.
- 5.5.7 A player is in contact with the ball while the ball is in contact with the net.
- 5.6 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 is legal. This is also known as a pocket.
 - 5.6.1 This is not legal during a serve.
- 5.7 During a rally, a hard-struck shot where the ball lands completely on the netting, and subsequently rolls into the rim and then off the net is legal. This is also known as a roll-up.
 - 5.7.1 This is not legal during a serve.
- 5.8 Any contact with the set by a player (rims, legs, or netting) during a rally results in a "Set Contact" infraction for the offending player and is a loss of point for that team.

6. Hinders

- 6.1 Defending players must make an effort not to impede the offending team's possession or play on the ball. If a defender's position prevents a makeable play on the ball, the infraction player may call "hinder." The call should be made as soon as the infraction occurs and play should stop immediately.
 - 6.1.1 If the hinder is avoidable and the offensive player has a strong play on the ball, the point is awarded to the offensive team.
 - 6.1.2 If the defender has no time to avoid the hinder when playing in a legitimate defensive position and the offensive player has a strong play on the ball, the point is replayed. The hindered team can choose to serve or receive while keeping the established serving rotation. Any faults will be reset.
 - 6.1.3 Any hinder that occurs without a strong play on the ball will result in the point being replayed. Whoever served to start the point will serve again and any faults will be reset.
- 6.2 If during possession (or en route to the net), the ball contacts the defender to prevent a makeable offensive play, this is a hinder. The point will either be replayed or rewarded to the offense depending on the circumstances above.
- 6.3 While less common, hinders can occur by the offensive team. The infraction player may call "hinder." The call should be made as soon as the infraction occurs. Hinders by the offense result in the point being replayed.