

# Spikeball Rules

Revised 5/10/2023

## GENERAL RULES & REGULATIONS

### GENERAL INFO

1. All participants must meet the eligibility requirements listed in the Intramural Sports Captains' Guide. **Each player must be a current UVA student or UVA Rec Member.** All expired memberships must be updated before the individual may play in any game. Each player must present a valid UVA Student ID or current UVA Rec Membership Card before each contest in order to be eligible to participate. Any games in which an ineligible player signs in will be considered a forfeit.
2. **Teams are responsible for keeping their players and spectators under control.** Misconduct of players, coaches, managers or spectators can result in penalty, ejection or forfeiture of the game. Spectators must also remain within the areas designated by Intramural Sports staff.
3. Alcoholic beverages, tobacco, and pets are prohibited from all intramural contests.
4. IM Sports Officials/Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.
5. USA Spikeball Official Rules will be observed with the following Intramural Sports modifications.

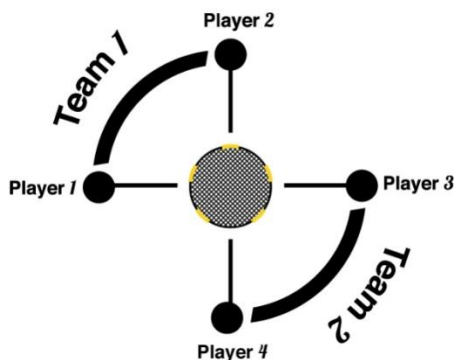
## SECTION 1: THE GAME, FIELD, PLAYERS, AND EQUIPMENT

### THE GAME

1. All games shall be played on the date and hour scheduled. If, at the scheduled game time, a team does not have the minimum number of required players, the game will be declared a forfeit.
2. The game shall be played between two teams of **two (2)** players.
3. All players must have checked in with the Intramural Supervisor and be recorded on the game sheet before they are allowed to participate.

### THE FIELD

1. The playing surface will be situated as follows:



## **CONCUSSION**

1. Any player who exhibits signs, symptoms, or behaviors consistent with a concussion shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.

## **BLOOD RULE**

1. If an IM Sports participant is bleeding, they will be removed from the contest immediately. If an IM Sports participant has blood on their clothing, they will be removed from the contest upon detection. The blood may or may not be their own blood. Even a participant who has someone else's blood on their clothing will be removed from the contest. The participant is ineligible to re-enter the contest until the contaminated clothing has been removed. Before any participant re-enters the contest, all bleeding must be stopped and any open wound or laceration covered.

## **GAME EQUIPMENT**

1. All equipment will be provided by the Intramural Sports department.

## **PLAYER EQUIPMENT**

1. There are no player equipment restrictions.

## **SECTION 2: PERIODS, TIMING, SUBSTITUTIONS**

### **Initial Serve**

1. The teams will play rock, paper, scissors in order to pick side or serve.

## **GAME TIME**

1. Games will be played to 21. You must win by two points.
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. 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. Points are scored when:
  - i. The ball isn't hit back into the net within 3 hits
  - ii. The ball hits the ground
  - iii. The ball hits the rim (including clips) (Even during a serve--rim shots don't count as a "let")
  - iv. The ball does not bounce off the net in a single bounce. (It must clear the rim in order to be good)
  - v. There is an illegal serve or other infraction
8. The receiving team sets their position first. Server stands directly across from the receiving player. Only the designated receiver can field the serve.
9. 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.
10. Serves can be as hard or as soft as the server likes, and drop shots are allowed.
11. 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.

12. 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 possession.
13. If the ball contacts the rim at any time, it is a point for the other team and a change of possession.
14. After a server wins the point, they change positions with their teammate so they are directly across from the other member of the receiving team.
15. The four players serve in the same sequence throughout the match, changing the server each time a rally is won by the receiving team.
16. Hits must alternate between teammates.
17. The ball must be hit, not 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).
18. 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)
19. 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.
20. If teams cannot determine if the ball hit the rim, replay the point, no questions asked.
21. Once the ball hits the net, it must bounce off in a single bounce. It must clear the rim in order to be good.
22. 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 point. The offensive team must have a legitimate play on the ball to call "hinder."
23. 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."
24. If a defensive player attempts to play a ball when it is not their turn, they lose the point.
25. 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.