



SPIKEBALL

Intramural spikeball will follow the official spikeball rules found on <https://spikeball.com/pages/official-rules> with the following adaptations:

Getting Started

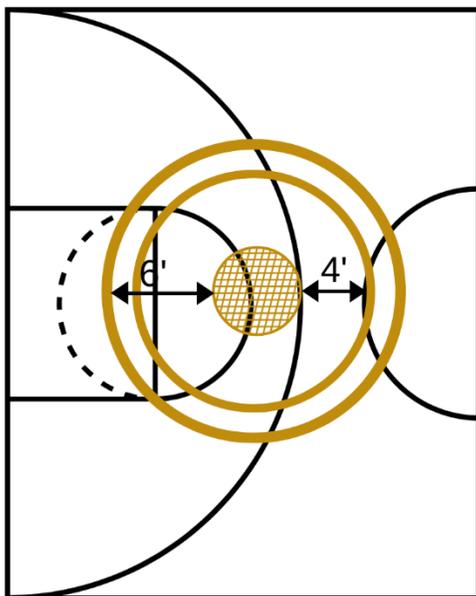
Players & Ratios:

- Teams will be made up of 2-4 players.
- For **coed leagues**, player ratios must be at minimum 1:1.

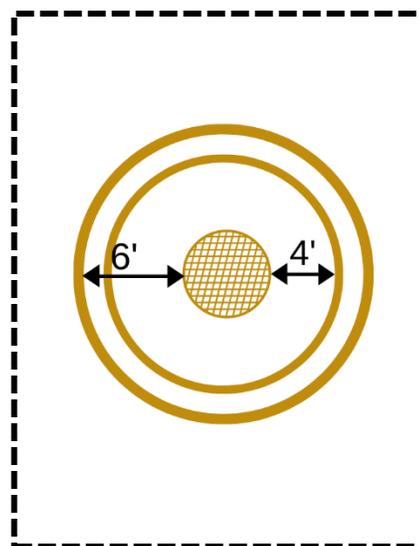
Court Boundaries & Equipment:

- If play is indoors on a basketball court:
 - Outer boundaries will be $\frac{1}{2}$ of a standard basketball court.
 - Serving boundary will 4ft from the net in **recreational** leagues
 - Serving boundary will 6ft from the net in **competitive** leagues
- If play is indoors on a squash court:
 - Outer boundaries will not be set.
 - The wall is a playable surface (i.e. the ball may bounce off the wall in play without penalty)
 - Serving boundary will 4ft from the net in **recreational** leagues
 - Serving boundary will 6ft from the net in **competitive** leagues
- If play is outdoors
 - Outer boundaries will not be set.
 - Serving boundaries will be 6ft from the net.
 - Serving boundary will 4ft from the net in **recreational** leagues
 - Serving boundary will 6ft from the net in **competitive** leagues

Indoor Basketball Court



Outdoor/Squash Court



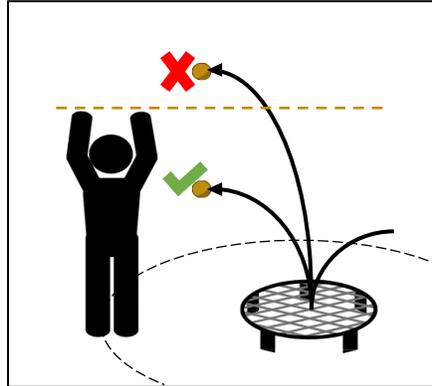
Playing Regulations

Starting the Game:

- First service will be determined by rock, paper, scissors. First serve will alternate with sets.

Serving:

- Service must be made into the opposite quadrant
- In **recreational** leagues, one re-serve will be given per turn if the first serve is not successful.
- All serves must not bounce higher than the extended arm of the receiving player when standing along the serving boundary:



Play:

- All players except the receiver must begin rallies at least 6 feet from the net.
- The receiver may stand at any desired distance.
- Once the server strikes the ball, players may go anywhere they choose.
- Possession changes when the ball contacts the net.
- Each team has up to 3 touches per possession, alternating between players.

Substitutions:

- Substitutes may enter the game only between sets, during timeouts or in the case of injury.

Time Outs:

- Each team will be allowed one 30 second timeout per game. At this time a team may substitute players into the game.

Violations:

Games will be **self-officiated**. Any of the following will result in a loss of point and possession:

- Touches must alternate between teammates. Consecutive touches by one player is not allowed.
- The ball must be contacted cleanly, not caught, lifted, or thrown. Players may not hit the ball with two hands, even if placed together "volleyball style".
- Any shot which contacts the rim, will be deemed a violation with the exception of a "roll-up":
 - A shot which lands on the net, rolls into the rim and then off the net (i.e. roll-up) is played as a pocket, not a direct rim hit.
- Defending players must not directly impede the offending team's possession or play on the ball.
 - If an offender collides with a defender, or a defender's position directly prevents an offensive play on the ball, the infringed player may call "hinder" to force a replay of the point.

If teams cannot determine the legality of a point it will be replayed.

Winning

- Games will be best 2 out of 3 sets.
- Sets will be played to 21 point rally points (cap of 25) for sets 1 and 2. The third set, if necessary, will be played to 11 points (cap of 15). Sets must be won by 2 points unless the cap has been met.
- A 45-minute time limit has been established for each game (all 3 sets). If neither team has been declared the winner at the end of the 45 minutes, the team with the greater number of points will be declared the winner of the set currently in play and the winner will be determined based on set points.
 - If the outcome is 1-1 in regular season play, a tie will be counted.
 - If the outcome is 1-1 in playoff or tournament play, a 3^d set will be played to 7pts, no cap with no 2-point win separation necessary.