



UTM INTRAMURALS - OPEN SPIKEBALL

RULES AND REGULATIONS

All Spikeball rules are set out by spikeball.com with the following exceptions:

NUMBER OF PLAYERS

- Games are played with a minimum 2 players per team
- All teams will have a maximum roster size of 4 players

DEFAULTS

- For every minute that a team is late their opponent will be given 2 points towards their total score in the first set
- If a team does not have both players present by 10 minutes past the scheduled time, the team will lose by default
- The default score will be recorded as 3-0

EQUIPMENT AND UNIFORMS

- Proper athletic attire (no jeans or street shoes) and non-marking shoes must be worn
- Face masks are welcomed and encouraged during check-in and during physical play
- All Spikeball equipment (1 frame, net & 2 spike balls) will be provided by the UTM Intramurals league

LENGTH OF THE GAME AND SCORING SYSTEM

- All matches will consist of a best of 5 matches format or best score after 45 minutes
- All sets will be played to 21 points
 - Teams must win by 2 points to a cap of 25 points.
 - If teams are tied, the first team to the cap points wins.
- Should a 5th set be played and the time expires the score will stand as a completed game with the points each team has earned
- Points are scored each rally, and are awarded to the team who hits the last shot before the ball is no longer legally returned
- If the serving team wins the rally, they score a point, then they exchange places and continue serving.
- If the receiving team wins the rally, they score a point and take over service.
- Teams will receive the following points for winning a game:
 - WIN = 3 points
 - TIE = 1 point

- LOSS = 0 points
- DEFAULT = -1 point

OFFICIALS

- All games will be self-officiated by participants

ELIGIBILITY

- Players (including late players) must check-in on the game sheet before every game in order to participate
- No spectators are allowed on team benches, except for a Registered Coach and/or team captain on the team roster
- For eligibility rules, please refer to the UTM Intramurals Student Handbook

START OF PLAY

- To determine who will serve first, teams will select one individual to have a rock, paper, scissors battle to determine who will serve first. Best of 1 game for rock, paper & scissors
- The team that does not serve first, will serve first in the second set
- If a 5th set is required: rock, paper, scissors will be played again to determine who will start service of that set. Best of 1 game for rock, paper & scissors
- To begin, each team will be standing at opposite sides of the net
- The ball must bounce off the net cleanly in order to be consider a legal serve

SERVING

- The receiving team sets their position first
- The server from the opposite team stands 180 degrees across (directly across) from the designated receiver. There is only one player allowed to field the serve
- The player serving the ball must be behind the serve line (minimum 6ft away from the net) when they hit the ball
- The player serving will hit the ball from a height no higher than the players outstretched hand.
- Serves can be struck with any amount of force – short serves are permitted
- Players must be standing in one position when serving – pivoting their feet is allowed
- Players are allowed to lean over the service line, but their feet may not cross the line until the ball is hit
- Once the ball is tossed, the player must hit the ball
- If the player serving serves two faults, the receiving team will receive a point
- Any of the following is considered a fault violation when serving:
 - If the server does not toss the ball upward before making contact
 - Dropping, catching or swinging at the ball and even missing a toss counts as a fault
 - If the serve hits the ground, rim or “pocket” of the net
- 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 to serve until the serve is lost
 - I.E. Same team member serving just to the other team member opponent
- When the team wins serve again the other player will serve consecutively until the service is lost again
- All players must serve in the same sequence throughout the game. Changing the server each time a rally is won by receiving the ball

RALLIES & PLAY

- After the ball is served, there are no sides or boundaries
- Teams can hit the ball alternating up to 3 touches with their teammate by running, passing and spiking the ball off the string of the net in any direction
- Any part of your body can be used to hit the ball
- Players must make a clear clean contact with the ball – no lifting, throwing, catching or double hits are permitted. This will result in a point for the other team
- After the serve, any unusual bounce (i.e. pocket) that does not contact the rim is legal and playable
- Possession changes when the ball comes in contact with the net
- Participants will continue to play the ball back and forth until one team cannot return the ball to the net within 3 hits or until the ball touches the ground or frame of the net
- Spikeball is played using a rally scoring; points are awarded by serving or receiving them
- The rally ends and a point is awarded when
 - The ball contacts the ground
 - Isn't returned to the net within 3 touches
 - The ball hits the rim at any time
 - The ball bounces and falls back onto the net and/or rim
 - I.E. hits the net twice
 - The ball clearly rolls across the net or rim
- If during play, the ball bounces into a pocket in the netting but DOES NOT hit the frame/rim of the net, the ball can be returned and play can continue or a point is award to the team that hit the shot
- Substitutions can be made with players on the roster after a set is complete

FOULS & INFRACTIONS

- There should be no intentional physical contact between players for any reason
- 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"
- If a defensive player attempts to play a ball when it is not their turn, they lose the point
- 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 himself/herself, they lose the point
- If any player makes contact with the Spikeball set that moves the set or affects the trajectory of the ball, they lose the point
 - I.E. kicking, falling on, etc.

TIE BREAKING RULES AND PLAYOFFS

- During Playoffs, it still remains the best of 5 matches
- All sets will be played to 21 points
 - Teams must win by 2 points to a cap of 25 points
 - If teams are tied, the first team to the cap points wins
- There are no time limits during the playoff matches