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 of 2 players per team
- All teams will have a maximum roster size of 4 players
- Teams may use up to a maximum of 2 NOMADS*. (Read “Nomads” heading for further details)

NOMADS
- * NOMAD: A player registered with the league who is used to by a team to compete in a game where they cannot field enough of their own registered players to begin the game or reach the max playing roster size
- Teams using a NOMAD must have 1 player from their roster signed in.
- Teams can only have a NOMAD if their team cannot field the minimum amount of players to begin a game.
- Once a team reaches a roster size of 2 registered players, the NOMAD can no longer play in that game (A registered player is defined as a player on the original team roster).
- A NOMAD may not be added as a substitute and will no longer be permitted to play when a player on the original team roster signs in.
- A NOMAD may not be used during a playoff game.

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 considered 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
  o 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
    o Teams must win by 2 points to a cap of 25 points
    o If teams are tied, the first team to the cap points wins
  ➢ There are no time limits during the playoff matches
  ➢ A NOMAD may not be used during a playoff game

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