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 team will have a maximum roster size of 3 players

DEFAULTS
- If a team does not have both players present by 5 minutes past the scheduled time, the team will lose by default
  - A default is when a team does not have the minimum amount of players to start a game
- Defaults will be recorded as a 2-0

EQUIPMENT AND UNIFORMS
- Proper athletic attire (no jeans or street shoes) and non-marking shoes must be worn
- 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 3 matches format or best score after 40 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 3rd 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 third 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 or the rim of the net
    - This includes the “pocket”, the frame or miss the net completely
- 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 serves 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 awarded to the team that hit the shot.

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 remain the best of 3 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.

COVID-19 SPECIFIC RULES

Participants must check in with a valid UCheck and their T-card at the beginning of the games. Mask must be worn during this time.

Participants must be registered on IMLeagues or will not be able to participate.

All players will show the Game Manager their T-Card, and allow the Game Manager to verify the number and wait in the designated area for the Game Managers instructions.

Participants will need to maintain social distancing when waiting for the Game Managers instruction.
All players must sanitize their hands when they arrive at a hand sanitizing station.
Players must wear masks until they are ready to play and are highly encouraged during the games. If players choose, gloves can also be worn.
Equipment will be sanitized frequently by Game Managers.
  - Spikeball equipment (including balls) will be sanitized after each set.
Following the match, participants will be required to verify the score with the Game Manager.
  - No signature will be required on the Game Sheet by the Team Captain.
Once the score has been verified players will be asked to leave the playing area for the next game to begin.
No spectators will be allowed to watch the game.