



INTRAMURAL SPORTS **Spikeball Rules**

1. Players & Equipment

- 1.1. Each team will consist of two players. Teams must have both players present at game time to begin. Teams can be comprised of any ratio of males/females.
- 1.2. Players may NOT wear baseball-style caps. Knit and stocking caps are permitted. Players may wear a headband made of non-abrasive cloth, elastic, fiber, soft leather, or rubber. Bandanas and other headgear with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.
- 1.3. No jewelry or any other item deemed dangerous by UTC Intramurals staff may be worn. Any player wearing exposed permanent jewelry (e.g., body piercings) will not be permitted to play.

2. Game Factors & Timing

- 2.1. Each match will consist of a best-two-of-three game series. The first team to score 21 points will be declared the winner of each game.
- 2.2. Each match will have a time limit of 45 minutes. If the time limit expires before the match is completed, a winner will be determined as follows:
 - 2.2.1. The team that is ahead when time expires will be declared the winner of any game in progress.
 - 2.2.2. If teams are tied in the number of games won (one-to-one), then a third game will be played to 11 points.
- 2.3. The winner of a coin toss at the beginning of the match will choose which team serves first. The team not serving to start the first game will serve to start the second game. In the event of a third game of the match, a second coin toss will determine the choice of serve.

3. Scoring

- 3.1. Each game will be scored using rally scoring, meaning a point will be assessed after each rally.
- 3.2. A rally ends when:
 - 3.2.1. The ball contacts the ground;
 - 3.2.2. The ball is not returned into the net within 3 touches or is returned directly into the rim;
 - 3.2.3. The ball touches the net twice consecutively without being played by another player;
or
 - 3.2.4. The ball rolls across the net.

4. Serving

- 4.1. If the serving team wins the point, the same server will serve the designated receiver. The designated receiver will alternate between teammates each legal serve.
- 4.2. If the receiving team wins the point, they will take possession of the serve. Teammates must alternate who is the server for each new service possession.
- 4.3. The only player that may field a serve is the designated receiver, located 180 degrees across from the server.
- 4.4. Servers are allowed one service fault. The receiving team has until their second touch to call "fault" or they are to play through the fault. If a server serves two faults, the receiving team will win the point and service possession.

4.5. A service fault occurs when:

4.5.1. A server fails to toss the ball above four inches before striking;

4.5.2. A server misses, drops, or catches a service toss;

4.5.3. The ball is carried or throw;

4.5.4. The ball makes direct contact with the rim or legs;

4.5.5. The ball misses the net; or

4.5.6. The ball contacts the net more than once before being played by another.

5. Playing the Ball

5.1. A team may play up to three alternating hits between players before returning the ball to the net.

5.2. Players may not:

5.2.1. Touch the ball twice consecutively;

5.2.2. Catch or throw the ball;

5.2.3. Hit the ball with two hands;

5.2.4. Attempt to play the ball out of turn while on defense; or

5.2.5. Contact the ball while the ball is in contact with the net.

5.3. There should be no interference from opponents while playing the ball.

5.4. After service, players can move anywhere around the net while the ball is in play, provided they do not interfere with offensive play.

5.5. Each game will be self-officiated by participants. Any rules questions or discrepancies may be brought to the Intramural Supervisor on duty for a final ruling.