UVM Intramural Sports • Spikeball Rules

The rules governing this intramural sport activity derived from rules used by the National Intramural-Recreational Sports Association (NIRSA), National Federation of State High School Associations (NFHS) Volleyball Rules, and rules unique to the UVM Intramural Sports Program. This rules sheet is not meant to be all-inclusive; rather it is a summary of the more common rules, policies, and procedures used by the Intramural Sports Program. Important policy information can be found in the Intramural Sports Handbook. All team managers and players are responsible for reading this document and understanding the rules, policies, and procedures prior to participating in this activity.

General/Eligibility

See the Intramural Sports Handbook for complete listing of eligibility.

Intramural Team Participation: Individuals may only play on one (1) team spikeball team. The spikeball league is open and has no gender restrictions.

UVM Identification: All players MUST present a UVM Cat Card to the IMS Supervisor prior to each game. Players who do not have their Cat Card will be subject to the terms of the Campus Recreation ID Policy.

Team Rosters: All participants must sign the online IMLeagues roster/waiver form in order to participate in Intramural Sports. It is the responsibility of the team captain to make sure that all players show up on the IMLeagues roster before the start of playoffs.

Basics

Before play:
- Initial positions are displayed in figure 1
- The tension on the net should be consistent throughout
- Play rock, paper, scissors to decide – winner picks side or serve/receive

**Figure 1: Game Set Up**

Updated 10/21/16
During play:
- Once the server strikes the ball, players may move anywhere they choose
- Possession changes when the ball contacts the net
- Each team has up to 3 touches per possession
- An order must be determined which alternates players from the two teams (e.g. player 3 follows player 1)

Players: Teams are comprised of four (2) players. Teams must have a minimum of three (2) players to start a match. In the event that a player becomes injured or has to leave the game (other than ejection) the game shall continue until it is deemed a farce by the IMS Supervisor.

Communication with Staff: Team captains are encouraged to speak with the supervisor or court monitors regarding rules or questions. If another player attempts to dispute, a warning may be issued. Subsequently, an unsportsmanlike conduct penalty may be called followed by a possible ejection.

Equipment:

Footwear: Non-marking soled, closed toed shoes must be worn. Black-soled shoes, sandals, and boots are strictly prohibited.

Jewelry: All jewelry must be removed. This includes, but is not limited to, necklaces, earrings, newly pierced earrings, facial piercings, bracelets, and watches. Individuals will not be allowed to tape over any jewelry item. If you cannot remove the item, then you CANNOT play.

Spikeballs: The game ball will be provided by the Supervisor.

Other Equipment: Hats, including baseball caps and bandanas may not be worn during play.

Duration of Game & Scoring

Scoring: Games are played to fifteen (15), win by two (2) with a seventeen (17) point cap. The third game will be played to eleven (11) with a thirteen (13) point cap – rally scoring (a point is scored on every serve.)

Game Length: A best of three games (first team to win two games) will determine the winner of the match. Games are limited to forty-five (45) minutes.

Time Outs: One 1-minute time out per team per game. Unused time outs do not carry over.

Over Time: If the match is tied at the conclusion of the 45-minute time limit, play will continue until the next point is scored. The team who scores that point will be declared winner.

Game Time is Forfeit Time! All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least ten (10) minutes before your scheduled game time. Game time is forfeit time! If one team is late/is not present, the team’s captain that is present and has the minimum number of participants required ready to play will be given two options (once a decision is made it cannot be changed):

Updated 10/21/16
• Take the forfeit immediately
• Give the team five (5) minutes to show
  ▪ If the team shows, the game must be played with only the remaining amount of time left. If the team still
does not show, it will be a forfeit.

**Reserve Clause:** the IMS Staff reserves the right to make time adjustments to accommodate scheduling conflicts

**Fundamentals**

**Serving:**
- The serve must come cleanly off the net (not the rim, and may not bounce twice on the net)
- If the receiving team wins a point, the next designated player serves according to the initial sequence. Otherwise, the server switches place with their partner and serves to the other team member.
- If the server tosses the ball, they must hit it
  ▪ Dropping, catching, or swinging and missing counts as a fault, turnover, and point for the opposing team
- If the serve reaches higher than the receiver outstretched hand (without jumping), the receiver may say “fault” or continue to play

**Rallies:**
- Touches must alternate between teammates
- Ball must be contacted cleanly, not caught or lifted, or thrown
- Players may use any individual part of their body to hit the ball
- If the ball hits directly into the net, and bounces of the net or rim, it is a fault on the hitting team
- After the serve, any unusual hits (pocket) that has not contacted the rim is legal
- A shot which lands on the net, rolls into the rim and then off the net, is played as a pocket not a direct rim hit
- **If teams cannot determine the legality of a hit, replay the point**

**Infractions:**
- Defending players must make an effort not to impede with the offending team’s possession or play on the ball
- If defending player impedes offensive players to make a play on the ball, offensive player may call “hinder” and re-play the point
  ▪ The following infractions cause a loss of point:
    ▪ A defensive player attempts to play a ball out of turn
    ▪ A player makes contact with the spikeball net