Western Washington University Intramural Sports

Spikeball Rules

All participants must read the Intramural Handbook and sign a Holds Harmless Agreement before participating. Both of these can be found on our website: www.wwu.edu/campusrec.

I. GAME, FIELD, PLAYERS, AND EQUIPMENT

A. The field
1. There are no sides and boundaries

B. Equipment
1. A Spikeball net and ball will be provided.
2. Equipment representing possible hazards to participants will not be permitted. No hats, jewelry, exposed metal or hard unyielding plastic on braces, casts, etc. will be allowed. **THIS INCLUDES ALL EARRINGS.**
3. Players must wear athletic type shoes that cover the foot completely. Sandals, boots, and open toe shoes are NOT allowed. The officials and supervisors on duty have the authority to disallow any shoe, which they feel would endanger the person wearing the shoe or his/her opponents. No protest regarding shoes will be accepted by the Intramural Staff.

C. Players/Game
1. A full team shall consist of two (2) players and substitutes. A team must start and finish the game with at least two (2) players.
2. **If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the game is declared a forfeit.**
3. A match will consist of best 2 out of 3 games.
4. Rally scoring method will be used in every game, with a point scored on every service.
5. The first two games are won by the team who first scores 21 points. All games must be won by at least 2 points. If a third game is needed, the first team to 21 points is the winner.
6. If the match is not complete when the forty minute time limit expires, the following will govern play:
   A) If in the second game, the team that is ahead is declared the winner. If this ties the match at one game each, the third game will start immediately to seven points. B) If in the third game and one team is ahead, whoever has scored seven or more points will be declared the winner. If neither team has seven or more points the game will continue to seven points only.
7. Before the match, the referee will conduct a coin toss. The team winning the toss may elect to serve, or receive. The team who did not have the serve in the first game will have first serve in the second. If a third game is necessary a coin toss will decide which team has the option to serve.
8. Any player visibly bleeding must leave the field and may return with the referee’s permission after the wound is cleaned and bandaged; clothing must be changed if blood is visible/present before player may reenter the match.

D. The Game Procedures
1. Time outs and Substitutions
   (a) There are no timeouts
   (b) There will be a one minute intermission between games.
   (c) Substitutions may only be made in the server position and the substitute must play a full rotation which includes a serve.
2. Out of bounds/The Playing Area
   (a) The playing area is 360 degrees around the Spikeball net. There is no out of bounds in Spikeball.
3. Playing the Ball
   (a) A contact is any touch of the ball by a player (excluding a player's loose hair)
   (b) A hit is a contact which is counted as one of the team’s three allowable plays before the ball is returned off the net.
   (c) Each team gets up to three hits to return the ball off of the net.
   (d) Hits must alternate between teammates, like volleyball.
4. Serving
   (a) The server must be six feet away from the net when serving. Everyone but the returner must be six feet away from the net on a serve.
   (b) The ball must come cleanly off of the net. If the serving team misses the net or outright hits the rim, they lose the point. If they serve the ball too high or into the pocket (hitting both the net and the rim at the same time), then the server will redo the serve.
   (c) If the serving team cannot hit a legal serve on the second try, they lose the point.
   (d) Only the defensive player opposite the server may return the serve.
   (e) The server continues to serve until his/her team loses a point.
   (f) If the serving team wins a point, the server and his/her teammate switch places. If the defense wins, there is no change in starting positions.
   (g) Soft and hard serves are allowed.
   (h) Drop serves are allowed.

5. Scoring
   (a) Rally scoring, games are played to 21 and you must win by 2.
   (b) Switch sides after one team reaches 11 points.
   (c) A point is scored when the ball does not bounce off the net in a single bounce.
   (d) A point is scored when the ball hits the rim.
   (e) A point is scored when the ball hits the ground.

6. Infractions
   (a) Defensive players must make an effort to get out of the offensive team’s way. If they do not, the offensive team may call a “Hinder” and the point is replayed.
   (b) If a player hits a shot off of the net then the ball hits their teammate or themselves, they lose the point.
   (c) If any player makes contact with the Spikeball set that moves the set or affects the trajectory of the ball, they lose the point. If the contact does not move the set or affect the trajectory of the ball, play on.

7. Coed Modifications
   (a) A full team consists of two players, one man and one woman. A team must start and finish with two players, one man and one woman. Teams must have at least two players of each gender on the court at all times.
   (b) There are no restrictions for female/male contact with the ball.
   (c) In Coed substitutions must be made for the same gender.

8. Sportsmanship Rating
   (a) Teams receiving two (2) unacceptable sportsmanship ratings during the season will automatically be dropped from any further competition.
   (b) Any team that receives an unacceptable rating is suspended from any further games until they have met with the intramural coordinator.
   (c) Any ejected player must meet with the Intramural Coordinator before that person can participate in any future intramural event/sport.
   (d) If an ejected participant or suspended team plays in any future intramural event/sport before meeting with Intramural Coordinator that game will result in an automatic forfeit.
   (e) It is the individual or captains responsibility to make contact with the intramural coordinator within 14 days of ejection or unacceptable sportsmanship rating, to have continued participation in intramural events/sports. Intramural Office: 360-650-7261, intramurals@wwu.edu

9. Playoffs
   (a) To compete in playoffs, an individual must be on the roster (via Imleagues) the day before playoffs is scheduled to start.
   (b) If a participants misses the championship game and their team wins, in order to receive an intramural championship t-shirt they have to play in at least 3 regular season games and one playoff game.
(c) Playoff brackets will be posted on IMLeagues (www.IMLeagues.com/wwu) following the end of regular season play.

(d) During playoffs, a team that receives an unacceptable sportsmanship rating will be suspended and removed from the tournament/playoffs.

**For other policies regarding sportsmanship ratings, forfeits, protests, eligibility, inclement weather, defaults etc., please review the intramural handbook which can be found online at (www.wwu.edu/campusrec)**