Spikeball Rules

The following is a summary of rules and regulations for Intramural Spikeball. It is not the complete set of rules but includes those rules most frequently in question. All other rules are deferred to the Spikeball Rule Book. Some alterations may have been made specifically for WWU Campus Recreation. A complete list of our policies and procedures can be found in the Intramural Sport Participant Handbook. Questions can be directed to the Intramural Sports Office during normal business hours at intramurals@wwu.edu.

All participants must have their physical WWU ID in order to participate in any and all Intramural Sports. Please read the Intramural Participant Handbook for more participation policies.

Facility

All Intramural Spikeball games are played outside the Wade King Recreation Center on the track field. Your game schedule on IMLeagues will indicate which playing surface you will be playing on. Should you need assistance locating your game, please ask the on-duty building staff at the Wade King turnstile entrance. The address for the Wade King Recreation Center is: 1880 Bill McDonald Pkwy, Bellingham, WA 98225

Teams

Open

Teams consist of 2 players with a minimum of 2 required to start the game. A team can have a maximum of 4 players on their roster. There are no gender requirements for open games, all are welcome to participate together!

Equipment

A player wearing illegal equipment may not be permitted to play. This applies to any equipment which, in the opinion of the Intramural Sports staff, is dangerous or confusing. Types of equipment or substances which will always be declared illegal include:

- Jewelry

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Non-athletic clothing and/or shoes
- exposed metal or hard plastic
- Anything Intramural Staff deems dangerous

Gameplay
There will be no officials in Intramural Spikeball. All games will be self officiated and staffed with an Intramural Sport Supervisor to answer questions regarding rules, but will not make judgment calls.

A match will consist of the best 2 out of 3 games.

- Rally scoring method will be used in every game, with a point scored on every service.
- 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.

If the match is not complete when the forty minute time limit expires, the following will govern play:

- 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.
- 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.

Before the match, the supervisor 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.

The Game Procedures

Time outs and Substitutions

- There are no timeouts
- There will be a one minute intermission between games.
- Substitutions may only be made in the server position and the substitute must play a full rotation which includes a serve.

Out of bounds/The Playing Area

- The playing area is 360 degrees around the Spikeball net. There is no out of bounds in Spikeball.

Playing the Ball

- A contact is any touch of the ball by a player (excluding a player’s loose hair)
- 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.
- Each team gets up to three hits to return the ball off of the net.
- Hits must alternate between teammates, like volleyball.
- You can use any part of your body as a “touch”, but you cannot use two hands at once or contact the ball twice consecutively

Serving

- 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.

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○ 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.
○ If the serving team cannot hit a legal serve on the second try, they lose the point
○ Only the defensive player opposite the server may return the serve.

- The server continues to serve until his/her team loses a point.
- 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.
- Soft and hard serves are allowed.
- Drop serves are allowed.

Scoring

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

Infractions

- 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.
- If a player hits a shot off of the net then the ball hits their teammate or themselves, 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. If the contact does not move the set or affect the trajectory of the ball, play on.

Injury and Blood Rule

Campus Recreation does not provide accident insurance coverage for injuries received by Intramural Sports participants. Each participant should make sure they have their own coverage prior to participating. Injuries are a possibility. Campus Rec Intramural Sports assumes no responsibility for injuries. However, basic First Aid will be available.

A player who is bleeding, has an open wound, or has any amount of blood on his/her uniform or on the player shall be considered an injured player. No player will be permitted to enter or reenter the game as long as there is blood on his/her jersey or uniform.

Any player who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.

*Intramural sports staff has the right to withhold a player from play*

Sportsmanship

The Sportsmanship Rating System is intended to be an objective scale by which teams’ attitude and behavior can be assessed throughout the regular season and the playoffs. Behavior before, during, and after an Intramural Sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with their team about the system. Furthermore, the team is responsible for the actions of the individual team members and spectators related to it.
At the conclusion of each contest, the Intramural Sports staff present will assign each team a Sportsmanship rating based on a grading scale of “1-5”.

**5 pts- Above and Beyond Conduct and Sportsmanship:** Players work to create a fun, inclusive, and welcoming space for everyone on the field/court. They keep a positive attitude and ensure their pace is clean after their game. These teams embody what Intramural Sports strives to be through good sportsmanship and friendly competition.

**4 pts- Good Conduct and Sportsmanship:** Players cooperate fully with the officials and Intramural Sports staff. The captain is the only player to converse about rule interpretations and calls and does so in a polite and respectful manner. The captain also has full control of their teammates. Team is respectful to their opponents, officials, scorekeepers, spectators and Intramural Sports staff.

*Teams who default will receive a 4-sportmanship rating

**3 pts- Average Conduct and Sportsmanship:** Team members complain about decisions made by the Officials and/or show minor dissention. Team members show minor disrespect to someone involved in the contest.

**2 pts- Below Average Conduct and Sportsmanship:** Team shows verbal dissent towards officials And/or the opposing team. Captain exhibits minor self-control and little or no control over their team.

**1 pts- Poor Conduct and Sportsmanship:** Players constantly comment to the officials and/or opposing Team from the playing area or sidelines. Team captain has no self-control and no control over their team's actions.

**0 pts- Very Poor Conduct and Sportsmanship:** Team is completely uncooperative. Captain has no Control over teammates and/or themselves.

*Teams who no show
*3 Unsportsmanlike infractions or game forfeiture.

Any player that is ejected during an intramural sports game will be removed from the game. Please see the ejection process outlined in the Intramural Sport Participant Handbook to review the process of returning to play.

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