

SAMFORD

CAMPUS RECREATION

Intramural Spikeball Rules

General Information

- 1) All players are responsible for information contained in the Rules, IM Handbook, and the IMLeagues webpage information section.
- 2) Participants must have a valid SU ID with them at the time of check in for the event
- 3) All players must be currently enrolled students, faculty or staff.
- 4) Please see IMLeagues for the location of Spikeball matches.
- 5) Games are self-officiated
- 6) Participants should arrive prior to game time to ensure time to check in and warm up.

Equipment

- 1) Spikeball net, ball, and playing space will be provided by Samford Intramurals.
- 2) Participants must wear athletic shoes

Game

- 1) A game shall be played 2v2.

Scoring

- A. Rally scoring will be used (points can be won by the serving or receiving team).
- B. Games are played to 21. Teams must win by 2 points.
- C. Switch sides after one team reaches 11 points.
- D. Points are scored when:
 - a. The ball isn't hit back into the net within 3 hits
 - b. The ball hits the ground
 - c. The ball hits the rim (including clips) (Even during a serve—rim shots don't count as a "let")
 - d. When a player on the opposing team touches the ball twice consecutively
 - e. The ball does not bounce off the net in a single bounce. (It must clear the rim in order to be good)
 - f. There is an illegal serve or other infraction

Serving

- A. The server's feet must be six feet away from the net while serving.
- B. After serving, the ball must bounce cleanly off the net. If the ball hits the rim or misses the net completely, a fault is deemed, and a second try (serve) may occur.
- C. If the serve is too high or hits both the net and rim (pocket) then the server has committed a fault. Each serve is entitled to one fault.

- D. If the server fails to complete a successful serve the second time, their team loses the point and serve to the opposition.
- E. Only the defensive player opposite the server may return the ball.
- F. The server continues to serve until their team loses a point.
- G. Both soft and hard serves are allowed.
- H. After each point scored, the serving team switches positions; the defensive team stays in the same position

Contacting the Ball

- A. Each team gets up to three touches to return the ball off the net.
- B. Touches must alternate between teammates.
- C. You may use any part of your body as one “touch” except for two hands at once.
- D. If the player touches the ball twice consecutively, their team loses the point.

Infractions

- A. The defensive player must make an effort to stay out of the offensive player’s way. If the defensive player interferes, the offensive player may call “hinder” and the point will be replayed.
- B. If a player hits themselves or their teammate after hitting the ball off the net, their team loses the point.
- C. If there are any disputes replay the point

SPORTSMANSHIP

Sportsmanship is vital to the success of each and every program we offer to the university community. In order to encourage proper conduct before, during and after a scheduled contest, the Intramural Sports Department has developed a rating system. The rating procedure is as follows:

Acceptable Rating (3)

The team exhibits respect and cooperation and sporting behavior towards all sport programs staff, teammates, and opponents. The team has no issues or minor disagreements with the judgement of the officials. Captain demonstrates control over spectators, teammates, and him/herself.

Average Rating (2)

The team exhibits some respect and cooperation towards all sports programs staff, teammates, and opponents. The team has several minor disagreements with the judgement of the officials. Captain demonstrates mild or little control over spectators, teammates, and him/herself. Teams receiving one unsportsmanlike penalty fall into this category as well.

Unacceptable Rating (1)

The team does not exhibit respect and cooperation with unsporting behavior towards any sport programs staff, teammates, and opponents. The team displays issues and disagreements with officials. Captain demonstrates no control over spectators, teammates, and him/herself. Teams receiving more than one unsportsmanlike penalty fall into this category as well.

If a team receives two unacceptable ratings in a season, the team will be removed from the league and have to meet with the Sports Programs Office. Teams may face additional suspension and sanctions for one unacceptable rating depending on the situation and severity of the incident.