

**University of Miami
Intramural Sports
Spikeball Rules**

Rule 1. Court and Equipment

A. Equipment

1. A regulation Spikeball set will be used for all play.
2. No modifications may be made to any of the equipment.
3. Net Tension – The tension on the net should be consistent throughout.
4. The ball will be provided by the IM Department.

B. Court

1. Court Components – A round net court consists of the set, service lines, No Hit Zone line, and designated playing space.
2. There is no out-of-bounds.
3. Serving Lines – Serving lines will be marked 7 feet from the edge of the set. Hash marks will be drawn at each of the four starting service positions.
4. No Hit Zone Lines – A no hit zone line circle will be drawn 1.5 feet from the edge of the set.

Rule 2. Players, Substitutes and Team

A. Team

1. A team will consist of two players.

B. Substitutes

1. A team may have up to 4 substitutes at any given time.
2. Substitutes may enter the game during any dead ball.

C. Clothing

1. Players must wear athletic clothing.
2. Metal cleats may not be worn.

Rule 3. Game Play

A. Scoring

1. A team scores a point when:
 - a. The opposing team fails to legally return the ball to the set.
 - b. The opposing team commits a point-loss infraction.
 - c. The opposing team's server has two successive faults.
2. A point is replayed when:
 - a. Teams disagree on the legality of a hit.
 - b. Teams disagree on an infraction.
 - c. Certain types of hindrances occur (See Rule 6)
 - d. There is outside interference (ie. a player, ball, or other object from outside a match impedes on the game)
 - e. If a point is replayed after a legal serve is hit, the game resumes at the same score, player positions, and serving order. The server will start on their first serve. If a point is replayed because the teams cannot agree on the legality of the serve, the game resumes at the same score, player positions, serving order, and fault count.
3. A rally is a sequence of playing actions between the moment the serve is hit to the moment the ball is out of play.
 - a. If the serving team wins a rally, they score a point and continue to serve.

- b. If the receiving team wins a rally, they score a point and must serve next.
 - 4. Games will be best of 3
 - a. First two games will be played to 21 (win by two)
 - b. If necessary, third game will be played to 15 straight up (do not need to win by two)
 - 5. To Start a Game – Rock, Paper, Scissors will be used to determine who gets choice on serve/receive or starting positions. The loser of the rock, paper, scissor will get choice for the second game. The third game will be determined by another rock, paper, scissors.
- B. Positions
1. The four players start set up in four positions around the set, 90 degrees apart. Teammates are located next to each other. All players must start with all points of contact behind the service line (ie 7 feet from the net).
 2. The established positions should be used for the duration of the match. Typically the positions are parallel and perpendicular to the orientation of the field. The positions will be indicated by a hash mark when possible.
 3. At the start of a game, the serving team sets their positions first. The player set up on the right side is the one that will begin serving. Once the serving team is set, the receiving team positions their players.
 4. The receiver is the player that is positioned 180 degrees across from the server. Once the server is set the receiver may adjust their position and is free to move anywhere without distance restrictions.
 5. Only the designated receiver can field the serve.
 6. The other two players may only move from their positions once the ball is hit by the server.
 7. If the serving team wins the point, the server switches positions with their partner and serves to the other member of the opposing team.
 8. After every 5 points players rotate one position counterclockwise to equalize conditions.
 9. If a non-receiving or non-serving player takes a step before the ball is hit by the server, they lose the point. In the case where both non-receiving and non-serving player move before the ball is hit by the server, the team that moved first will lose the point. If the infractions happen simultaneously the point will be replayed.

Rule 4. Serving

- A. First Serve - The winner of a coin flip or one game of Rock, Paper, Scissors (determined by TD) gets to choose serve/receive or starting positions
- B. Serving Order
 1. The initial serving team decides which player from their team will start as the server. The server will start to the right of their partner. That player continues to serve until the receiving team wins a point.
 2. Once the receiving team wins a point, they get the service possession and the player on the left side will start serving for their team. From there on, service alternates between teammates after each change of service possession. This four person order continues the rest of the game.
 3. The starting positions are to help ensure all players are in the correct positions and the score is accurate. When a team's score is even the server will be to the right of their

partner. When a team's score is odd the server will be to the left of their partner. Whenever a game starts the serving team's score is 0 so serving starts from the right. The service possession switches once the opposing team scores a point. They now have 1 and thus start serving from the left.

- C. Serving Position - If the serving team wins the point, the server switches positions with their partner and serves to the other member of the opposing team.
- D. Characteristics of a Serve
 - 1. Before serving, the server must set their position with all points of contact behind the 7-foot service line.
 - 2. After setting the service position and during the act of serving – including the swing, the follow-through, and the momentum from the action – all points of contact must remain behind the 7-foot service line.
 - 3. At least one foot must maintain a single point of contact with the ground until the ball hits the net.
 - 4. The server may take one step in any direction. This action establishes the pivot foot. Once the non-pivot foot touches the ground, that foot must also maintain one point of contact.
 - 5. The ball must travel at least 4 inches away from the point of release before it is struck. Note: the spirit of this rule is to make sure that the receiving team can tell that the ball has been released and can see that it has been legally struck. If neither of these aspects are in question then the toss is aligned with the intention of the rule.
 - 6. Serves must be struck. The ball cannot be caught or thrown.
 - 7. Serves may not be higher than a receiver's shoulder when in an athletic stance.
 - 8. There is no limit to the angle at which serves can be hit.
- E. Execution of the service
 - 1. The server must set their feet centered over their correct position (see 3.8.2). Before starting their serving motion, the server then calls the score to the receiver, placing the serving team's score before the receiving team's score and pausing momentarily (max 2 seconds) to ensure the receiver is ready and the score is agreed upon. The receiver may move from their position once the server has set up.
 - a. If the server does not call the score, calls the wrong score, or calls the score while in the act of serving, the receiving team can call for a replay of the point before their second touch. Note – the spirit of the rule is to make sure the other team is ready and to settle any score discrepancies before points begin. Don't be a jerk.
 - b. A receiver's athletic stance establishes the serving zone. An athletic stance is defined by slightly bent knees, feet slightly wider than shoulder distance apart, and chest positioned over feet.
 - 2. If the server commits a Service Fault the serving team has one more attempt to hit a legal serve.
 - a. If the server commits a service fault, either player on the receiving team has until the ball is hit for a second time, there is a change of possession, or immediately (i.e. within ~3 seconds) after a dead ball to call "fault." The server is then allocated a second serve. If a second "fault" is called, the receiving team is awarded a point.

- b. If a fault occurs and then an infraction by the receiving team occurs before the ball is hit for a second time or there is a change of possession, the fault takes precedence over the infraction.
- c. The receiving team may choose to play through a fault.
- d. Unless a call is made by a player or observer, the play is live. The receiving team is not required to say anything if they choose to play through a fault.

F. Service Faults

- 1. The ball is struck before traveling 4 inches away from the point of release.
- 2. After setting the service position or during the act of serving – including the swing, the follow-through, and the momentum from the action – the server makes contact on or within the 7-foot service line. This includes contacting a player who is on or within the 7-foot service line.
 - a. It is a fault even if the ball is declared dead before the server makes contact on or within the 7-foot service line.
 - b. The server may only make contact within the 7-foot service line after demonstrating the momentum from the action has stopped and reestablishing bodily control.
- 3. The ball is caught or thrown.
- 4. The server does not maintain one point of contact with their pivot foot until the ball hits the net.
- 5. After taking a step, the server does not maintain one point of contact with their non-pivot foot until the ball hits the net.
- 6. The ball hits the rim or legs directly.

7. Side Pockets

- a. Side Pocket – after hitting a side section of the net, the ball's horizontal trajectory changes towards the opposite side.
- b. A ball hitting within the left third of the net and moving right or a ball hitting within the right third of the net and moving left is a pocket.
- c. Left or right side of the net is determined relative to a center line parallel to the ball's horizontal entry angle.
- d. A ball hitting within the side pocket area and not moving the opposite direction is legal.

8. Back Pocket

- a. Back Pocket – after hitting the back or side section of the net, the ball's vertical trajectory gets steeper. (Note – this is based on where the ball leaves the net, not where it initially contacts.)
- b. A ball hitting within the back third of the net and exiting at a steeper angle than it entered or a ball hitting within the side section of the net and exiting at a steeper angle than it entered is legal.
- c. Back of the net is determined relative to a center line perpendicular to the ball's horizontal entry angle.
- d. It is a fault on a back pocket if the ball does not move forward. Every part of the ball must land beyond the farthest point of the set relative to the ball's horizontal angle of entry.

9. Front Pocket

- a. Front Pocket (commonly called near net) – after hitting the front section of the net, the ball’s vertical trajectory gets lower.
 - b. A ball hitting within the front third of the net and exiting at lower angle than it entered is legal.
 - c. Front of the net is determined relative to a center line perpendicular to the ball’s horizontal entry angle.
10. Every part of the ball is over the highest point of the receiver’s shoulders when they contact the ball or when the ball passes them. If, in the act of receiving, the receiver lowers their shoulders, the shoulder height will be judged off their prior athletic stance. If, in the act of receiving, the receiver raises their shoulders, the shoulder height will be judged off their new position.
11. The ball misses the set entirely.
12. The ball lands underneath the set, also known as a Lobster Trap.
13. The ball contacts the set (legs, rims, net) multiple times.
14. After the ball is served, the first contact is by a player on the serving team (i.e. a player hits their partner with the serve).
15. The ball is released and not struck. Once the ball is released, dropping, catching or swinging at and missing a toss all count as a fault.
16. There is a timing violation.

Rule 5. Playing the Ball

A. In Play

1. The ball is in play from the moment the server strikes it until one of the following occur:
 - a. A serving fault occurs and/or is called by the receiving team.
 - b. An infraction occurs and/or is called by any team.

B. Hitting the Ball

1. A hit is any contact with the ball by a player.
2. A team is entitled to a maximum of 3 hits alternating between players for returning the ball to the set. If more are used, the team commits the infraction of “Four hits” and loses the point.
3. Consecutive Contacts - A player may not hit the ball twice consecutively.
4. Simultaneous Contacts - If teammates touch the ball simultaneously it is counted as two hits. Either teammate may take the next hit provided they have not already used all three hits.

C. Characteristics of the hit

1. The ball may touch any part of the body.
2. The ball must be struck, not caught or thrown. A strike means that the ball rebounds from the point of contact on the player.
3. Players may not hit the ball with two hands.
4. At the first hit of the team on a possession, the ball may touch various parts of the body, provided that the contacts take place simultaneously.
5. At the first hit of a team on a possession, a player may hit it once more consecutively if they first hit the ball before the ball has begun a downward trajectory. This action will be counted as a second hit.

D. Infractions in Playing the Ball

1. Four hits - A team hits the ball more than three times before returning it to the set.

2. Non-rebound - The ball is caught or thrown.
3. Two-handed hit – A player hits the ball with both hands simultaneously.
4. Double-contact - A player hits the ball twice in succession or the ball contacts various parts of his/her body in succession.

E. Hits on the Net

1. Illegal hits on the net - When the ball is returned to the set, the return results in a loss of point for the hitting team if:
 - a. The ball contacts any part of the ground.
 - b. The ball's initial contact with the set hits the rim, legs or underside of the net directly.
 - c. The ball bounces multiple times on the net or bounces on the net then hits the set on the way down.
 - d. The ball has a prolonged roll along the netting.
2. Pocket - During a rally, any shot that changes the trajectory of the ball due to the ball's proximity to the rim, without contacting the rim (i.e. pocket) is legal. Note, this is not legal on a serve.
3. Roll-up - During a rally, a hard-struck shot where the ball lands completely on the netting, and subsequently rolls into the rim and then off the net (i.e. roll-up) is legal.
4. Change of Possession - Possession changes once the ball comes off of the netting. Neither team may contact the ball while it is in contact with the net.
5. Other Hitting violations. All result in loss of point.
 - a. A defensive player attempts to play the ball out of turn.
 - b. An offensive player hits a shot off the net which subsequently hits themselves or their teammate.
 - c. A player is in contact with the ball while the ball is in contact with the net.

F. No Hit Zone

1. The 1.5 foot area around the edge of the net is the No Hit Zone. The final hit of all possessions must be initiated outside of this area.
2. It is a loss of point for the hitting team if on the final hit of the possession the hitting player makes contact on or within the No Hit Zone while in the act of hitting. This includes contacting a player who is on or within the No Hit Zone. (i.e. the hitter may not use another player inside the No Hit Zone to reestablish their bodily control.)
3. If a player has touched the No Hit Zone for any reason, that player cannot make the final hit of a possession until both feet have made contact with the playing surface completely outside the No Hit Zone.
4. A player may enter the No Hit Zone at any time except when that player is making the final hit of a possession.

G. Contact with the Set - Any contact with the set by a player (rims, legs, or netting) during a rally results in a “Set Contact” infraction for the offending player and is a loss of point for that team.

Rule 6. Hinders

- A. The players whose turn it is to play the ball are entitled to freedom from interference by the opponents.
- B. To avoid interference players that are not playing the ball must make every effort to provide the other players with unobstructed direct access to the ball after completion of a reasonable follow-through and freedom to hit the ball with a reasonable swing.

- C. A player encountering a possible hinder has the choice of continuing to play or of stopping play. A player seeking a replay or point should stop play immediately and say "Hinder".
- D. A replay or point shall NOT be allowed if:
 - 1. There was no interference or the interference was so minimal that the player's freedom to get to and play the ball were not affected;
 - 2. Interference occurred but either the player would not have made a good touch or the player has not made every effort to get to and play the ball;
 - 3. The player making every effort to get to the ball (short of dangerous physical contact) is a significant factor in determining if they would have made a good touch. In any questionable situation player safety should be the number one priority.
 - 4. The player moved past the point of interference and played on;
 - 5. The player created the interference in moving to the ball.
 - 6. This occurs when the opponent clearly provides a direct access but the player take an indirect route. This is different from a situation in which a player, in attempting to recover from a position of disadvantage, does not have direct access to the ball. In this situation the player anticipates the opponent hitting the ball one way, starts moving that way, but having guessed wrongly, changes direction to find the opponent in the way. If the player sufficiently demonstrates that they would have had a good touch then 6.6 - 6.7 will determine the outcome of the hinder.
- E. The hindered team will receive a point if there was interference, which the opponent did not make every effort to avoid, and the player would have had a good touch.
- F. The hindered team will get a replay if there was interference, which the opponent made every effort to avoid, and the player would have had a good touch. ANY FAULTS RESET.