SPIKEBALL RULES

The current available official Spikeball (spikeball.com) rules will govern play with intramural modifications.

Each player must present his/her valid UMass UCard to participate in each and every intramural contest.

For the full list of intramural policies and procedures, please read the Intramural Participants Guide.

Team captains are responsible for the conduct and eligibility of their teams and adherence to the rules governing play.

I. EQUIPMENT
A. A taut Hula Hoop-sized net is placed at ankle level between a pair of two-player teams (from Spikeball.com).
B. The net and a small inflatable ball are provided by Campus Recreation.

I. GAMEPLAY
A. Teams
   1. Two teams of Two (four total). Each team starts on opposite sides of the net.

B. Serving
   1. Team ‘A’ serves by hitting the ball off the net towards Team ‘B’.
   2. Teams must use the “GET IT IN PLAY” serve. This means the serve should be easy enough that the opposing team can return it with little effort.
   3. Team ‘B’ has up to three hits between them before returning the ball to the net.
   4. It is NOT required that you use all three of your hits.
   5. To determine who serves first, the teams should volley.
   6. Once the game has begun, each team alternates serves between players.
   7. Once the ball is in play there are no longer “sides”. Each team member can run anywhere at any time.
   8. Teams switch serving sides once the first team has reached 11 points.

C. Scoring
   1. 1st team to 21 wins (must win by two).
   2. Sideout scoring only, i.e., a team can only score when the serve belongs to that team.
   3. The opposing team must always put forth an honest effort to get out of the way of the “hitting” team. If a solution is unclear, the point becomes a do-over.
   4. If a shot hits the rim it is known as a “Rimmer” and is side-out.
   5. If a shot hits a “pocket” (kind of on the net and kind of on the rim) then the point is replayed.
   6. If the ball does not bounce off the net, the point is side-out.
   7. In order for the ball to be in play, after hitting the net, it must clear the rim. If it doesn’t it is side-out.
   8. One cannot use your legs but if needed you can use forearms and chest.