INTRAMURAL SPORTS SPIKEBALL RULES

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

Each player must present their 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 teammates, spectators 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.
B. The net and a small inflatable ball are provided by Campus Recreation.

II. TEAMS
1. Two teams of Two (four total). Each team starts on opposite sides of the net.
2. All players except the receiver must begin the point at least 6 feet from the net.
3. Serving order must alternate players from the two teams (e.g. Player 3 follows Player 1, etc.).
4. If outside, to equalize sun and wind effects, rotate starting positions 90 degrees counter-clockwise every 5 points.

III. GAMEPLAY
A. Serving
1. To determine who serves first, the teams should volley.
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. The receiver may stand at any desired distance.
4. Once the server strikes the ball, players may go anywhere they choose.
5. If the server wins the point, the next designated player serves according to the initial sequence.
6. If the serving team wins the point, the same server continues to serve.
B. Rallies
1. Possession changes when the ball contacts the net.
2. Each team has up to three touches per possession.
3. Touches must alternate between teammates. Consecutive touches by one player result in a loss of a point.
4. The ball must be contacted cleanly, not caught, lifted, or thrown. Players may not hit the ball with two hands, even if placed together "volleyball style".
5. Players may use any individual part of their body to hit the ball.
6. After the serve, any unusual bounce (i.e. pocket) that does not contact the rim is legal and playable.
7. 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.

IV. SCORING
A. 1st team to 21 wins (must win by two).
B. Rally scoring; points can be won by serving or receiving team.
D. The rally ends and a point is awarded when:
1. The ball contacts the ground or otherwise isn't returned onto the net within 3 touches.
2. The ball is hit directly into the rim at any time, including on a serve.
3. The ball bounces and falls back onto the net or rim.
4. The ball clearly rolls across the net.
V. SPORTSMANSHIP
A. In order to promote a fun and safe playing environment, participants and spectators are expected to be civil towards one another and staff.
B. Any conduct judged by an intramural staff member to be detrimental to the participants, program, or any particular intramural activity may result in removal from a contest and/or further sanctions.
C. A detailed outline of the Intramural Sports Sportsmanship Policy can be found here

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