SpikeBall Rules

Stanford University Intramural Sports follows the USA SpikeBall rules, with the exception those listed below. The rules listed below do not represent the entire rulebook. Rules governing and specific to Co-Recreational play are listed after general rules.

Pre-Game Responsibilities

1. Teams are encouraged to arrive at least 15 minutes prior to their game's scheduled start time. Teams are allowed a five (5) minute grace period. Teams arriving after the grace period will forfeit the contest. IM supervisors will make the call regarding the grace period.
2. Players with play rock, paper, scissors with the winning team spiking side or serve/receive.
3. Each team will consist of two players.

During Play:

1. All players except the receiver must begin the point at least 6 feet from the net.
2. Once the server strikes the ball, players may move anywhere they choose as long as they do not impede other players.
3. Possession changes when the ball contacts the net.
4. Each team has up to 3 touches per possession.
5. Determine a serving order which alternates players from the two teams (e.g. Player 3 follows Player 1, etc.)
   a. This order can be changed between games in match play.
6. To equalize sun and wind effects, rotate starting positions 90 degrees counter-clockwise every 5 points if desired.

Scoring

1. Roundnet is played using rally scoring; points can be won by the serving or receiving team.
2. Games will be played to 21 points.
3. Games must be won by two point.
4. The rally ends and a point is awarded when:
   a. The ball contacts the ground or otherwise isn't returned onto the net within 3 touches.
b. The ball is hit directly into the rim at any time, including on a serve. (This does not apply to “roll-ups”)
c. The ball bounces and falls back onto the net or rim.
d. The ball clearly rolls across the net.

**Serving**

1. If the receiving team wins the point, the next designated player serves according to the initial sequence. Otherwise, the server switches places with his partner and serves to the other receiving team member.
2. The receiving team sets their position first with server standing 180 degrees across from designated receiver.
3. The serve can be struck with any force.
4. If the server commits two faults, the receiving team wins the point. Violation of any of the following rules is a fault:
   a. The server must toss the ball upwards at least 2 inches.
      i. Dropping, catching, or swing-and-missing a toss all count as a fault.
   b. The server’s feet must be completely behind the service line, if drawn, or otherwise at least 6 feet from the net when the ball is hit.
   c. The server may not lean or fall forward so as to strike the ball closer to the net.
   d. The server may take one pivot or direct approach steps, but may not move laterally beyond a pivot or change directions during approach.
   e. The server may contact the ball with on foot airborne, but that foot must contact the ground at least 6 feet from the net before further movement.
   f. Serves may not pass higher than the receiver’s upwardly extended hand.
   g. The serve should come cleanly off the net.
      i. If the ball takes an unpredictable bounce (commonly called a pocket) and/or hits the net but then rolls into the rim and off (commonly called a roll-up), the receiving team may say “fault” before the next touch or ground contact, or they may continue play.
   h. If the ball hits near the server’s side of the net (commonly called a near-net), it typically bounces low and hard without an unpredictable change of direction. This is a legal serve.
   i. If the serve misses the net, hits the rim directly, or bounces and lands back on the net or rim, the receiving team wins the point.

**Infractions**

1. If during possession (or en route to the net), the ball contacts a defender to prevent a makeable offensive play, the infracted team may call “hinder” to force a replay.
2. The following infractions cause a loss of point:
   a. A defensive player attempts to play a ball out of turn.
   b. A player hits a shot off the net which subsequently hits themself or teammate.
i. If the defensive team has no play on the ball, they should cede the point to the offense.

c. A player makes contact with the SpikeBall net set, moving the set from its original position, or affecting the trajectory of the ball.

d. If neither net position nor trajectory changed, play on.