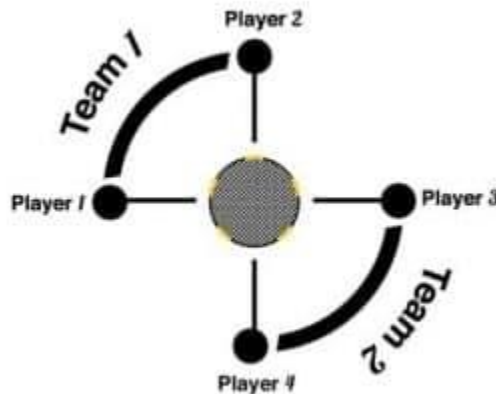


Spikeball Rules

Spikeball will be conducted under the rules of USA Spikeball.

Overview



Spikeball is a team sport consisting of two teams of two players. Opposing teams line up across from each other with the Spikeball net in the center. The ball is put into play with a serve—a hit by the server from behind the service boundary into the net to an opposing player. Once the ball is served players can move anywhere necessary to play the ball. The object of the game is to hit the ball into the net so that the opposing team cannot return it. A team is allowed up to three touches to return the ball. The rally continues until the ball is not returned properly.

Rules

Serving

- The receiving team sets their position first, the server stands directly across from the receiving player, and only the designated receiver field the serve.

- The ball must be tossed from hand before it is hit, cannot hit out of server's hand. If the server does not like the toss they must let the ball hit the ground and will be given one more opportunity to serve.
- Server's feet must be behind the service line (which is at least 6 feet away from net) when the ball is hit, they can lean over service line, but feet cannot cross until the ball is hit.
- Server may take a pivot step or approach step, but is not allowed to move laterally beyond a pivot.
- Servers are allowed to serve with as much force as they want, and drop shots are allowed.
- Serves must be below the receiver's raised hand. If the ball can be caught by the receiver it has to be played. If the serve is too high the receiver must call "let" before their teammate touches the ball. The serving team has one more try to give a clean serve. If the serving team fails to hit a legal serve then they lose the point. If the receiver does not call let, then play continues.
- The ball must come cleanly off the net on a serve, if the ball bounces unpredictably (aka a pocket) the receiver must call "let" before their teammate touches the ball. The serving team has one more try to give a clean serve. If the serving team fails to hit a legal serve then they lose the point. If the receiver does not call let, then play continues.
- If the ball takes an unpredicted bounce, and lands back on the net or rim, then the other team gets a point and possession.
- If the ball hits the rim at any time, then point for other team and change of possession.
- After a server wins the point, they change positions with their teammates so they are directly across from the other member of the receiving team.
- The four players serve in the same sequence throughout the match, the server changes each time a rally is won by the receiving team.

Contacting The Ball

- Teammates must alternate hits
- Ball cannot be lifted, caught, or thrown. You can only hit the ball with one hand.

- You can use any part of your body to hit the ball and it counts as your hit. (You cannot contact the ball twice in a row regardless of what body part touches it)
- If it cannot be determined if the ball hit the rim, then replay point.
- Once the ball hits the net, it must bounce off in a single bounce. Must clear the rim.

Scoring

- Rally scoring(points can be won by the serving or receiving team)
- Games are played to 21, must win by two
- Switch sides after one team reaches 11 points
- Points are scored when, the ball isn't hit back in 3 hits, the ball hits the ground, the hits the rim(including clips and during a server) , the ball does not bounce off the net in a single bounce, and an illegal server or other infraction.

Infractions

- Defensive players must try and get out of the offensive team's way. If the defense is in the way of a play on the ball, the player being blocked must call "hinder" and the point is replayed. The offensive team must have a legitimate play on the ball to call "hinder".
- If a defensive player gets hit with the ball, call "hinder" and replay point. The offensive team must have a legitimate play on the pass to call "hinder".
- If the defensive player attempts to play a ball when it is not there turn, they lose a point.
- If the player hits a shot off the net then the ball hits their teammate or themselves, then they lose a point.
- If any player makes contact with Spikeball set that moves the set or affects the trajectory of the ball, they lose the point. If the contact with the Spikeball set does not move the set or affect the trajectory of the ball, play on.