

# Hardin Simmons University University Recreation Department

## Spikeball Rules

### 1. THE GAME

1. Teams shall consist of two (2) players. There is no gender requirement for open play. Each team must have a minimum of two (2) players in order to begin a game.
2. Each game will be rally scoring to 21 points (must win by two) with a cap of 25 points. **i.** If a third game is necessary, it will be rally scoring to 15 points (must win by two) with no cap. **ii.** In rally scoring, points are awarded for sideouts in addition to normal scoring opportunities for the serving team. Thus, the defending team has the ability to score points as well as the serving team.
3. Each team has up to three (3) hits per possession, but does not need to use all three (3) hits.
4. Hits must alternate between teammates if the team is taking multiple hits to return the ball.
5. After the ball is returned into the net, the order resets.
6. The ball must be hit, not be caught, lifted, or thrown.
7. Any part of the body can be used to hit the ball however, players cannot contact the ball twice in a row regardless of what part of the body used.
8. If a defensive player attempts to play a ball when it is not his/her turn, his/her team loses the point.
9. If a player hits a shot off the net then the ball hits his/her teammate, his/her team loses the point.

10. If a player hits a shot off the net then the ball hits himself/herself, his/her team loses the point.

## **2. SCORING**

### **Points are scored when:**

1. The ball isn't hit back into the net within 3 hits.
2. The ball hits the ground.
3. The ball hits the rim (including clips); unless during the first serve attempt which is a "let".
4. The ball does not bounce off the net in a single bounce. It must clear the rim in order to be good.
5. There is an illegal serve on the second serve or another infraction occurs.

## **3. SERVING**

1. Opposing players line up across from each other. Before the ball is served any players not receiving the serve must be 6 feet from the net, the returner can stand at any distance.
2. The receiving team sets position first. The server stands directly across from the receiving player. Only the designated receiver can field the serve.
3. The ball must be tossed up from the server's hand before it is hit.  
Therefore, it cannot be hit out of the server's hand.
4. The server will have two (2) opportunities to toss and legally serve the ball to the net. If the server does not like the toss, he/she needs to let the ball drop to the ground.
5. The server must start be behind the "service line" (at least 6 ft. away from the net). The server's feet may not cross the service line until after the ball is contacted.
6. The server must stay stationary until the ball is served (no jump serves).

7. The ball must come cleanly off the net on a serve. However, serves can be as hard or as soft as the server likes and drop shots are allowed.
8. Serves must be below the receiver's raised hand. If the ball can be caught by the receiver, it must be played, If the ball is too high, the receiver must call "let" before his/her teammate touches the ball.
9. If the serving team cannot hit a legal serve on the second try, the point/and serve are lost, the other team will begin service, Once the ball is served, players can move anywhere around the net.
10. After a server wins the point, the serve must change positions with his/her teammate so he/she is directly across from the other member of the receiving team.
11. The four players serve in the same sequence throughout the match, changing the server each time a rally is won by the receiving team.

#### **4. Pocket/Rimmer/ Hinder**

1. If the ball bounces off the rim and net simultaneously, and goes in an awkward direction a team can call "**pocket**". This will result in a redo of the point and service remains the same.
2. If the ball contacts the rim, also called a "**rimmer**", at any time after the serve, it is dead and a point and the serve will be awarded to the other team.
3. Defensive players must make an effort to get out of the offensive team's way. If a member of the defensive team is in the way of a play on the ball, the player being blocked must call "**hinder**" and the point is replayed.
4. The offensive team must have a legitimate play on the ball to call "**hinder.**" The intramural Supervisor/ and or scorekeeper on duty will have the final decision.