

SPIKEBALL RULES

BEFORE PLAY

- The ball should be inflated to 12-inch circumference.
- The tension of the net should be consistent throughout. A ball dropped from 3 feet above the net should bounce up approximately 12-18 inches.

DURING PLAY

- All players except the receiver must begin the point at least 6 feet from the net.
 - The receiver may stand at any desired distance.
- Once the server strikes the ball, players may go anywhere they choose.
- Possession changes when the ball contacts the net.
- Each team has up to 3 touches per possession.
- Determine a serving order which alternates players from the two teams (e.g., player 3 follows player 1, etc.).
- To equalize sun and wind effects, rotate starting positions 90 degrees counterclockwise every 5 points if desired.

STARTING PLAY

- Rock-paper-scissors to decide who serves.
- If the receiving team wins the point, the next designated player serves according to the initial sequence. Otherwise, the server switches places with his/her partner and serves to the other receiving team member.
- The receiving team sets their position first. The server stands 180 degrees across the designated receiver--the only player allowed to field the serve.
- Serves may be struck with any amount of force; short serves are allowed.
- Faults will be called by the receiver and can be called until the serving team makes their second contact.
- If a server serves two faults, the receiving team wins the point. Violation of ANY of the following rules is a fault:
 - The server must toss the ball upward at least 4 inches.
 - If the server tosses the ball, he/she must hit it. Dropping, catching, or swinging at and missing a toss all count as a fault.
 - If the serve hits the right, left, or back "pocket", receiver may call fault.
 - If the serve is above height (height of receiver with hand straight in the air), the serve will be called a fault.



SCORING

- Spikeball is played using rally scoring; points can be won by the serving or receiving team.
- First two games are played to **21**, third to **15**.
 - Games must be won by two.
 - Three games will be played no matter what.
- The rally ends and a point is awarded when:
 - The ball contacts the ground or otherwise isn't returned onto the net within 3 touches.
 - The ball is hit directly into the rim at any time, including on a serve.
 - The ball bounces and falls back onto the net or rim.
 - The ball clearly rolls across the net.

RALLIES

- Touches must alternate between teammates. Consecutive touches by one player result in a loss of a point.
- 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".
- Players may use any individual part of their body to hit the ball.
- After the serve, any unusual bounce (e.g., pocket) that does not contact the rim is legal and playable.
- A shot which lands on the net, rolls into the rim and then off the net e.g., roll-up) is played as a pocket, not a direct rim hit.
- If teams cannot determine the legality of a hit, replay the point.

INFRACTIONS

- Remember: player safety is paramount.
- Defending players must make an effort not to impede the offending team's possession or play on the ball.
- If an offender collides with a defender, or a defender's position prevents a markable offensive play on the ball, the infringed player may call "hinder" to force a replay of the point.

SUBSTITUTES

Substitute players are allowed. Teams are responsible for finding substitute players. Subs may enter between games, but not between rounds.



REF FEES

There is a \$2 ref fee for each night per team

FORFEITS

Forfeits happen and we understand, you might not be able to make it every night. The forfeiting team will be responsible for both their own and their opponents' ref fees for the week that they are absent. *The forfeiting team will owe a forfeit fee of \$6 the following week as a result.* If a team forfeits a total of 3 teams in a season, they will be removed from the bags league.

WEATHER

Minnesota summers come with a promise of rain and shine. If there is too much water on the courts to play, the night will be called off no earlier than 5:00pm the night of play. You can get this information by signing up for Skyline texts or we post cancelations on all our social media.

For more league questions and details, email sblomgren@skylinesocialandgames.com or call Shannon, Manager of League Development, directly at 218-520-0539.

