

**University of Oregon  
Intramural Sports**

**Spikeball Rules**

**The Game**

1. 2 teams of 2 players
2. Games are played to 21 points, win by 2 with rally scoring
3. One team serves to another by spiking the ball ONTO the net
4. A 5-minute grace period is allowed past game time if a team is not ready. After the 5-minute grace period has expired and one team does not have enough people signed in, the result is a forfeit

**Eligibility**

1. Current U of O students, faculty and staff
2. Every player must be on the roster before rosters are printed. Rosters are printed no earlier than 8:00am the day of your game, or 8:00am Friday if your game is on Sunday
3. Players must bring a valid UO ID to EVERY game
4. NO ID = NO PLAY, NO EXCEPTIONS!
5. Current varsity basketball players are not eligible

**Equipment**

1. Spikeball sets and game balls will be provided
2. Proper footwear and attire is mandatory

**Play**

1. Opposing players line up across from each other
2. Any players not receiving the serve must be at least 6 feet from the net
3. The person returning the serve can stand at whatever distance they choose
4. Once the ball is served, players can move anywhere they want
5. Possession changes once the ball contacts the net
6. Each team has up to 3 hits per possession, but they do not need to use all 3 hits

**Serving & Possessions**

1. The server shall stand directly across from the receiving player
2. Only the designated receiver can field the serve
3. The ball must be tossed up from the server's hand before it is hit (cannot be hit out of the player's hand)
  - a. If the server doesn't like the serve, he/she may let it drop for one re-serve
4. Server's feet must be behind the service line (at least 6 feet)
5. Serves must be low enough for the receiver to play
6. If the serve is too high, the receiver must call "let" before they touch the ball
  - a. At this point, the serving team only has one more attempt at serve
  - b. If the serving team fails, point is awarded to the receiving team and the receiving team becomes the serving team
  - c. If the receiver does NOT call "let", play continues
7. The ball must come cleanly off the net on a serve
  - a. If the ball takes an unpredictable bounce the receiver must call "let" before they touch the ball
8. If the ball takes an unpredicted bounce and lands back on the net or the rim, it's the other teams point and a change of possession
9. If the ball contacts the rim at any time, it results in a point for the other team and change of possession
10. After a server wins the point, they change positions with their teammate so they are 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
12. Hits must alternate between teammates

13. The ball must be hit with one hand (not two hands)
  - a. You may not catch, lift or throw the ball
14. You may use any part of your body to hit the ball and it counts as your hit
15. You cannot hit the ball twice in a row regardless of what part of the body it hits
16. Once the ball hits the net, it must bounce off in a single bounce and clear the rim
17. The ball becomes dead once it hits the rim, the ground or the net for a second time without being touched
18. If teams cannot determine if the ball hit the rim, replay the point

### **Infractions**

1. Defensive players must make an effort to get out of the offensive team's way
  - a. If a member of the defensive team is in the way, the player being blocked must call "hinder" and the point is replayed
  - b. The offensive team must have a legitimate play on the ball to call "hinder"
2. If a defensive player attempts to play a ball when it is not their turn, they lose the point
3. If a player hits a shot off the net then the ball hits their teammate, they lose the point
  - a. If a player hits a shot off the net then the ball hits himself/herself, they lose the point
  - b. If any player makes contact with the Spikeball set that moves the set or affects the trajectory of the ball, they lose the point
  - c. If the contact with the set does not move the set or affect the trajectory of the ball, play continues

### **Scoring**

1. Rally scoring (points can be won by the serving or receiving team)
2. Games are played to 21, win by 2 points
3. Points are scored when:
  - a. The ball isn't hit back into the net within 3 hits
  - b. The ball hits the ground
  - c. The ball hits the rim (including the clips, and even during a serve)
  - d. The ball does not bounce off the net in a single bounce (it must clear the rim)
  - e. There is an illegal serve or other infraction

### **Officials**

1. Teams officiate their own games
2. A supervising official will be present to settle disputes

### **Sports Code**

1. All participants and spectators are governed by the SPORTS CODE available online
2. Only captains may address the officials
3. Team captains are responsible for their sidelines and spectators
4. Negative consequences for the team may result as a direct reaction to spectators' behaviors or actions

NO alcoholic beverages permitted on University property

### **PROTESTS**

Protests can only be made based on rule misinterpretation by the Intramural Sports Staff at the time of the incident. (i.e. you cannot protest a rule misinterpretation after the game is over)

A time-out must be called, and a protest requested to the officials must be made by the captain of the team. If the staff was incorrect, you will not lose the time-out.

Protests based solely on a decision involving the accuracy of judgment on the part of an official will not be considered. (i.e. you cannot protest whether a player stepped out of bounds)

Protests involving player eligibility will be considered, and must be presented immediately.

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