



UW-WHITewater INTRAMURAL SPORTS SPIKEBALL RULES

Last update: August, 2021

SPIKEBALL IS A CONTACT SPORT AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

TEAM CAPTAIN'S MEETING

This is a sport that requires a preseason captain's meeting. Be attentive to your email regarding either an in-person meeting date or a link for a webex meeting.

ENTRY FEE

Registration is FREE!

LEAGUE SCHEDULES

Schedules for league play will be posted on IMLeagues and the UWW Rec Sports App.

QUESTIONS

Please feel free to contact the Office of Recreation Sports and Facilities, the Intramural Coordinator, Matt Schneider, with any questions or concerns at 262.472.1145, or email imsports@uww.edu.

GENERAL PROCEDURES

Please use the Captain's Handbook as a resource throughout the year. If you are team captain, please inform your players of all of the guidelines in the handbook BEFORE your first contest.

MEN AND WOMEN

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If any team is not at the court at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **SCORING:** Each team is responsible for keeping score for their own game and reporting the score to the Intramural Supervisor.
3. **TEAMS:** In all official matches, teams shall be composed of no more or less than two (2) players.

4. SCORESHEET: All players must have their names on the team roster for each game. They must show a UW - WHITEWATER ID before their name will be put on the score sheet. Late arriving players must have their name added to the score sheet upon arrival by an official or supervisor before they may participate.

5. VOLLEY TO START GAME: To determine who serves first, teams should volley, the winner of that rally will have the first serve.

6. SERVING: 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 whatever distance they choose. Once the ball is served players can move anywhere they want. Possession changes when the ball contacts the net. The serving player has 2 attempts to serve the ball to the other team legally. If he/she cannot complete a legal serve within his/her 2 attempts it is a side out and the other team receives a point and gains possession of the serve.

7. RECEIVING TEAM ON SERVE: The receiving team sets their position first. The server stands directly across from the receiving player. Only the designated receiver can field the serve.

8. SERVING (cont.): The ball must be tossed up from the server's hand before it is hit. It cannot be hit out of the server's hand. If the server does not like the toss, he/she needs to let the ball drop to the ground. He/she will have one more opportunity to toss and serve the ball. The server's feet must be behind the service line (at least 6 feet away from the net) when the ball is hit. They can lean over the service line, but his/her feet may not cross the service line until after the ball is hit. The server must stay stationary until the ball is served

9. SERVE REQUIREMENT: Serves can be as hard or as soft as the server likes, 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 ball is too high, the receiver must call "let" before their teammate touches the ball. The serving team has one more try to serve. If the serving team cannot hit a legal serve on the second try, they lose the point. If the receiver does not call "let," play continues.

10. LETS & "POCKETS": The ball must come cleanly off the net on a serve. If the ball takes an unpredictable bounce (commonly known as "pocket"), the receiver must call "let" before his/her teammate touches the ball. The serving team has one more try to give a clean serve. If the serving team cannot hit a legal serve on the second try, they lose the point. If the receiver does not call "let," play continues. If the ball takes an unpredicted bounce, and lands back on the net or the rim, it's a side out and the other team receives a point and gains possession of the serve.

11. "RIMMERS": 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.

12. SERVER WINNING A POINT: After a server wins the point, they change positions with his/her teammate so he/she is directly across from the other member of the receiving team. The four players serve in the same sequence throughout the match, changing the server each time a rally is won by the receiving team.

13. NUMBER OF HITS & HITTING THE BALL: Each team has up to 3 hits per possession, but they do not need to use all 3 hits. Hits must alternate between teammates if the team is taking multiple hits to return the ball. After the ball is returned into the net the order resets. The ball must be hit, not be caught, lifted, or thrown. You cannot hit the ball with two hands (this includes putting both hands together while contacting the ball with your hands). You can use any part of your body to hit the ball however you cannot contact the ball twice in a row regardless of what part of your body it touches.

14. BALL HITTING THE NET: Once the ball hits the net, it must bounce off in a single bounce. It must clear the rim in order to be good. If there is a discrepancy between teams about a point it must be replayed, if the team cannot agree to replay the point a double forfeit will be recorded.

15. DEFENSIVE PLAYERS & "HINDERS": 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. The offensive team must have a legitimate play on the ball to call "hinder." If the defensive team is inadvertently hit with the ball prior to it being returned into the net or while the offensive team is passing, the offense can call a "hinder" and the point is replayed. The offensive team must have a legitimate play on the pass or return to call a "hinder."

16. PLAYING THE BALL NOT ON YOUR TURN: If a defensive player attempts to play a ball when it is not his/her turn, his/her team loses the point.

17. HITTING YOUR OWN TEAMMATE: If a player hits a shot off the net then the ball hits his/her teammate, his/her team loses the point.

18. HITTING YOURSELF: If a player hits a shot off the net then the ball hits himself/herself, he/she loses the point.

19. CALLING A "POCKET": 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.

20. SCORING: Spikeball is played with rally scoring (points can be won by the serving or receiving team). Games are played to 21; teams must win by two points, capped at 25 in games 1 & 2. Game 3 is played to 11, with no cap.

21. 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

SPORTSMANSHIP

22. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with any coach, manager or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in intramurals until meeting with the Intramural Sports Coordinator. Games will be supervised, but not officiated. The supervisor has the authority to impose penalties for teams behaving in an unsportsmanlike manner.

23. DISQUALIFIED PLAYERS: A player disqualified from the game for unsportsmanlike conduct must leave the court area IMMEDIATELY, and will be declared ineligible for play in any intramural sports activity until he/she has met with the Intramural Sports Coordinator. The player shall be suspended for no less than one game. Failure to leave may result in disqualification of the captain, or forfeiture of the game. Any second occurrence of unsportsmanlike conduct by a team may result in that team being eliminated for the remainder of the season.

CO-RECREATION All of the above rules apply with the following exceptions:

24. TEAMS: In all matches, a team shall be composed of one (1) male and one (1) female. The ratio must be 1:1