Spikeball Rules

General
The Intramurals Participant Handbook will govern all aspects of play not considered playing rules of the sport. Participants are expected to follow the Handbook rules of conduct as well as the sport-specific rules outlined below. The Handbook is available at und.edu/intramurals. Key Handbook items include:

- Alcohol, Tobacco, and Illegal Drugs – Handbook pg. 6
- Registration & Payment – Handbook pg. 7
- Captain Responsibilities – Handbook pg. 9
- Team Name Requirements – Handbook pg. 10
- Playoff Requirements – Handbook pg. 12
  - Depending on the amount of teams registered, playoff brackets may be split into a top and bottom tier, and include larger numbers of teams.
- Default/Forfeit Instructions and Consequences – Handbook pg. 14
- Participant Eligibility/ID Requirements – Handbook pg. 15
- Adding Players to Roster/Participation Limits – Handbook pg. 18
- Appropriate Attire – Handbook pg. 19
- Team/Participant Conduct – Handbook pg. 21

Schedules
Schedules for league play are posted online through wellnessregistration.und.edu.

Facility
All games will be played at the Student Wellness Center, either inside or outside (weather pending).

Questions
Please feel free to contact Intramurals with any questions or concerns.

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<tr>
<th>Name</th>
<th>Position</th>
<th>Phone Number</th>
<th>Email</th>
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<tbody>
<tr>
<td>Mike Wozniak</td>
<td>Coordinator of Campus Recreation</td>
<td>701-777-3256</td>
<td><a href="mailto:michael.wozniak@und.edu">michael.wozniak@und.edu</a></td>
</tr>
<tr>
<td>Addie Roling</td>
<td>Program Manager</td>
<td>701-777-2719</td>
<td><a href="mailto:adrianna.roling@und.edu">adrianna.roling@und.edu</a></td>
</tr>
<tr>
<td>Wellness Center</td>
<td></td>
<td>701-777-9355</td>
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General Rules

- Official Spikeball rules were used and govern all other areas not listed below. They can be found here: https://tournaments.spikeball.com/pages/official-rules-1.

Length of Game

- Matches will be best of 3 games.
- Games will be played to 21.
  - Win by two
  - Rally scoring (both serving and receiving team can score points)

Serving

- 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.
- 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.
- Rotation rules:
  - If the receiving team wins the point, the next designated player serves according to the initial sequence (clockwise around the net).
  - Otherwise, the server switches places with his/her partner and serves to the other receiving team member.

Scoring

- 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, unless it’s the serve.
  - The ball bounces and falls back onto the net or rim.
  - The ball clearly rolls across the net.

Faults/Infractions/Contacting the Ball

- 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 (i.e. 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 (i.e. roll-up) is played as a pocket, not a direct rim hit.
- 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 makeable offensive play on the ball, the infracted player may call "hinder" to force a replay of the point.
- If teams cannot determine the legality of a hit, replay the point.

**Reporting Scores**
- After the match is completed both teams’ captains must report the score to the Coordinator of Campus Recreation (email listed above) so that it may be recorded.
- Scores will be posted online at wellnessregistration.und.edu.

**Spikeball is self-officiated! There will be no Intramural staff members in attendance for games.**
**Please ask the front desk to set up the net upon arrival to the Wellness Center.**