Spikeball Rules

The Tournament

The Grad-Pro Spikeball Flash Tournament will be played at the IM Fields (70 Central Ave. New Haven) on April 29, 2018. This is a two-game guarantee tournament, and teams MUST be prepared to be at the fields for a large portion of the day. Tournament style dependent on number of teams registered; typically, the tournament will be double-elimination.

Eligibility

All current graduate and professional students, alumni, faculty, and full-time staff are eligible to participate. Spouses and same sex civil union partners are able to participate ONLY if they have a Yale ID. Only players listed on the roster are eligible to play in any intramural game. Eligibility of the players is the responsibility of the team captain.

- Multiple Team Rule: Players may only play on one team.

Late Policy

Teams are expected to be at the field ready to begin play at the designated starting time. Teams are permitted a 3-minute grace period. If at the start time or during the grace period a team has the minimum number of players, then the game must begin immediately.

If a team has fewer than the minimum number of players at the designated starting time, then the start of the game is delayed, and the late arriving team is penalized in the following manner:

- If the late team does not have the minimum number of players up 15 minutes after the original starting time, then the opposing team is awarded 5 points in the first game and the choice of side or serve.
- 15 minutes after the scheduled start time, the first game is forfeited to the opposing team.
- 20 minutes after the scheduled start time, the match is forfeited, and the opposing team is declared the winner.
- If both teams are arriving late up to 15 minutes, the first game will be played to only 15 points.
  - 15 minutes after scheduled start time, all games will be to 15 points.
  - 20 minutes after scheduled start time, the match is a double forfeit.

The Game

Each match is best two out of three games to 21 points, win by 2 using rally scoring OR the team with the most points total overall after 30 minutes. Rest periods between games should be no longer than two minutes.

One 60-second timeout permitted during match (only one timeout for all three games).

- Spikeball is self-officiated – there are no referees; players are responsible for making their own infraction and scoring calls.
- Spirit of the Game: Spikeball relies upon a spirit of sportsmanship that places the responsibility for fair play on the players. Highly competitive play is encouraged, but never at the expense of mutual respect among competitors, adherence to the agreed upon rules, or the basic joy of play.
- In the event of a tie, a tie breaker game will be played to 5 points, first to 5 points wins the match.
- Choice of first serve or side is determined by one game of rock, paper, scissors.
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The Team

- Games are played by two teams with two players on each team (2 vs. 2). **Teams may consist of up to four players.**
  - Teams are recreational: no gender specific rules or player ratio requirements for team
- Substitutions can occur at any time during the game between plays by calling “sub” to alert the other team. No substitution limits.

Sportsmanship

Intramural Spikeball encompasses a spirit of sportsmanship that places the responsibility for fair play on the players. Competitive play in intramurals is appropriate, but never at the expense of mutual respect among competitors or the spirit of intramural comradery.

The designated captain is the team representative and is responsible for maintaining proper behavior and sportsmanship of their players and fans. Inappropriate language and behavior will not be tolerated. If unsportsmanlike conduct is continued after being asked to stop, the team(s) will be asked to leave the area and will receive a forfeit. Continuous unsportsmanlike conduct by individuals or teams will lead to expulsion from the tournament.

Rules and Definitions Follow [Spikeball RN Rules](#) in addition to the explanations & modifications listed below

Serving:

- If the serve misses the net or hits the rim, the opposing team gets the point.
- If the serve is too high or into a pocket (both rim and net), then the server can redo the serve once.
- The same server continues to serve until their team losses a point.
- If the serving team wins a point, their server and their teammate switch places (the server will now be serving to the other defensive player). If the defense wins, there is no change in starting positions.
- The server must stand six feet away from the net and directly across from the designated receiver (the only player allowed to field the serve). The server can serve either hard or soft.
- Choice of first serve or side is determined by one game of rock, paper, scissors.

Scoring:

- Rally scoring will be in effect for the entire match.
- All games are to 21, win by 2.
- Points are awarded when the ball does not bounce off the net in a single bounce and clears the rim.
  - The ball hits the rim
  - The ball hits the ground
  - The ball clearly rolls across the net
  - The ball is not returned within 3 touches
  - The ball bounces and falls back onto the net or rim (double-bounce)

Contacting the ball:

- Each team gets up to three touches to return the ball off the net.
- Touches must alternate between teammates (no double hits from the same person).
- Any part of the body may be used to “touch” the ball, but a player cannot use two hands to contact the ball.

Rallies:

- Touches must alternate between teammates.
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- After the serve, any unusual bounce (i.e. Pocket) that does not contact the rim is legal and playable.

- A shot that 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 (playable).

Infractions:
- Defensive players must make an effort to get out of the offensive team’s way. If they do not, the offensive team may call a “hinder” and the point is replayed.
- If a player hits a shot off the net then the ball hits their teammate, or themselves, they lose a point.
- The following infractions cause a loss of a point:
  - A defensive player attempts to play a ball out of turn
  - A player hits a shot off the net which subsequently hits themselves or a teammate
    - If the defensive team has no play on the ball, they should cede the point to the offense
  - A player makes contact with the Spikeball net set, moving the set from its original position or affecting the trajectory of the ball
    - Play on if neither net position nor trajectory are changed.
- Ultimately if there are any disagreements, replay the point.

Hinder: any situation in which a player’s positioning prevents the opposing team from safely making a play on the ball. Remember: player safety is paramount.

- **Defender Hindering the Offense** - Defending players must make an effort not to impede the offending team’s possession or play on the ball. If a defender’s position prevents a makeable play on the ball, the infraction player may call “hinder.” The call should be made as soon as the infraction occurs and play should stop immediately.
  - Avoidable Hinder - If the hinder is avoidable and the offensive player has a strong play on the ball, the point is awarded to the offensive team.
    - Example - Defensive team throws arm in front of shot over the net, preventing offensive player from swinging.
    - Example - the hitter is contacted by a defensive player during the act of swinging in close proximity to the net.
  - Unavoidable Hinder - If the defender has no time to avoid the hinder when playing in a legitimate defensive position, the point is replayed, even if the offensive team has a strong play on the ball.
    - Example - A close range body block pops up and goes directly into the defending team.

- **Defender in the Ball’s Path** - If during possession (or en route to the net), the ball contacts the defender to prevent a makeable offensive play, this is a hinder. The point will either be replayed or rewarded to the offense depending on the circumstances (see 6.1.1 and 6.1.2).
  - Offense Hindering the Defense: While less common, hinders can occur by the offensive team. The infraction player may call “hinder.” The call should be made as soon as the infraction occurs. Hinders by the offense result in the point being replayed.
    - Example - Non-hitting offensive player contacts defensive player preventing them from making a play.
    - Example - Hitter falls into defensive player after taking their shot.
    - Example - After setting the ball, the setter attempts to restrict the defense’s movement.
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**Ejection Policy:** A player will be immediately ejected if they commit any of the following actions:

- Serious foul play
- Violent conduct
- Spitting at opponents or supervisors
- Using offensive, insulting or abusive language or gestures

*If a player is ejected, they are disqualified from the entire tournament.*

Spikeball rules may be found on the following sites:
https://spikeball.com/pages/official-rules
https://spikeballroundnet.com/official-rules

**Protests**

Protests involving eligibility may be made by any captain against any team and must be made during or immediately following a contest. Protests will be addressed by the coordinator or on-site supervisor. Once notified, the team captain is required to present that player’s valid Yale ID for verification to the on-site supervisor, referee or Coordinator. If no ID is available, then the captain must submit a brief statement that includes the name of the person in questions and the circumstances of eligibility. If a person is found to be ineligible, all games in which they participated are recorded as losses.

*All other protests involving misinterpretation of the rules must be made at the time of incident.* Play may be stopped and may not continue until the protest is resolved on the spot by the captains with the aid of the governing rules of the game, or if necessary by final decision of the on-site supervisor. *Any team that disputes and refuses to continue play will forfeit the contest.*