

UCDAVIS

CAMPUS RECREATION

Rec Sports

Rec Sports Official Rules [Spikeball]

UNIVERSITY OF CALIFORNIA, DAVIS
232 ACTIVITIES AND RECREATION CENTER
530.752.8570 | CAMPUSRECREATION.UCDAVIS.EDU

TABLE OF CONTENTS

1. OVERVIEW AND HOW DO YOU PLAY?

2. COURT LAYOUT AND EQUIPMENT

2.1 Court of Play

3. GAMEPLAY

3.1 General Guidelines

3.1.1 Length of Game

3.1.2 Scoring

3.1.3 Temporary Stoppage

3.1.4 Contacting the Ball

4. THE PLAYERS AND SUBSTITUTES

4.1 Teams/Roster

4.2 Eligibility

4.2.1 Availability

4.3 Substitutions

5. VIOLATIONS AND MISCONDUCT

5.1 Infractions

5.2 Illegal Defense

5.3 Unsportsmanlike Conduct

1. OVERVIEW AND HOW DO YOU PLAY?

Spikeball is a team sport played by two teams of two players. Opposing teams line up across from each other with the Spikeball net in the center. The ball is put in play with a serve—a hit by the server from behind the service boundary into the net to an opposing player. Once the ball is served players can move anywhere they want. The object of the game is to hit the ball onto the net so that the opposing team cannot return it. A team is allowed up to three touches to return the ball. The rally continues until the ball is not returned properly.

2. COURT LAYOUT AND EQUIPMENT

Ball - 12 inches in circumference

Spikeball Net - nets will be provided and net tension should be consistent throughout the game

No Cleats are permitted. Players may compete barefoot (at their own risk)

2.1 Court of Play

Court Dimensions (See Image Below)

Teams who win a game of Rock, paper, scissors will choose what side they wish to start on, or whether they serve first.

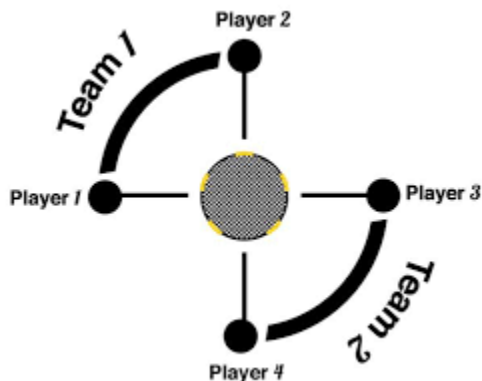
Opposing players line up across from each other

1. When sunlight is a factor, teams should switch sides half way through the match

Before the Ball is served, any players **not** receiving the serve must be 6 feet from the net

1. The returner can stand at whatever distance they choose
2. Once the ball is served, players can move anywhere they want

Players may move as they wish during a point, so long as they do not physically impede the opponents' play on the ball



3. GAMEPLAY

3.1 General Guidelines

Possession changes when the ball contacts the net, regardless of how many touches a team makes. Each team has up to 3 hits per possession, but they do not need to use all 3 hits to score a point.

3.1.1 Length of Game

All games are played to **21 points**, but you must **win the match by 2 points**.

Teams will switch sides after one team reaches **11 points**.

3.1.2 Scoring

Rally scoring – points can be won by the serving or receiving team

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)
 - a. during a serve, rim shots do not count as 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 or other infraction

3.1.3 Serving

The Receiving team sets their position first. Server stands directly across from the receiving player. Only the designated receiver can field the serve.

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, they need to let the ball drop to the ground. They will have **ONE** more opportunity to toss and serve the ball.

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 their feet may not cross the service line until after the ball is hit

The server is allowed to take a pivot step or approach steps, but is not allowed to move laterally beyond a pivot.

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", continue to play.

The ball must come clearly off the net on a serve. If the ball takes an unpredictable bounce (commonly known as "pocket"), the receiver must call "let" before their 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", continue to play.

If the ball takes an unpredicted bounce, and lands back on the net or the rim, it's the other team's point, and a change in possession.

If the ball contacts the rim **at any point**, it's a point for the other team and a change of possession.

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.

The four players serve in the same sequence throughout the match, changing the server each time a rally is won by the receiving team.

3.1.4 Contacting the Ball

Hits must alternate between teammates

The ball must be hit, not 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 and it counts as your hit. (You cannot contact the ball twice in a row, regardless of what part of your body touches the ball).

If the ball hits any part of the ground or rim it is no good. There are only “lets” on the serve. After the serve, if the ball does not hit the rim, play it regardless of how it bounces.

If teams cannot determine if the ball hit the rim, replay the point, no questions asked.

Once the ball hits the net, it must bounce off in a single bounce. It must clear the rim in order to be considered a good hit.

4. THE PLAYERS AND SUBSTITUTES

4.1 Teams/Roster

Teams will consist of 2 players on the court at all times. Teams are allowed up to 1 substitute on the bench. This results in the max roster for a Spikeball team being 3 players.

Players and teams can consist of any gender and any gender ratio.

4.2 Eligibility

All players must comply with the official Rec Sports eligibility rules. (These are available in the Rec Sports Office.) Penalty for ineligible players: forfeit of the contest in the sport concerned and disqualification of the violator and knowing team members from further Rec Sports participation in that sport.

4.2.1 Availability

Available to all undergraduate and graduate students who have paid full registration fees for the current term, as well as University Affiliates (staff, faculty, alumni, IEPP, etc.) with a current CR Card. Proper identification is required to participate in all Rec Sports activities.

All participants must have a current Rec Sports ONE Pass to participate.

4.3 Substitutions

Substitutions can only take place when play is deemed “dead” (i.e., ball is out).

There is no limit on substitutes.

5. VIOLATIONS AND MISCONDUCT

5.1 Infractions

Any time a thrown ball stays on the court, but forward motion of the ball stops before the defending team's Team Area, the player who threw the ball will receive a short ball penalty.

PENALTY: Results in a penalty shoot out for the opposing team.

If a defensive player attempts to play a ball when it is not their turn, they lose the point.

If a player hits a shot off the net then the ball hits their teammate, they lose the point. If a player hits a shot off the net, then the ball hits himself/herself, they lose the point

If any player makes contact with the Spikeball set that moves the set or affects the trajectory of the ball, they lose a point. If the contact with the Spikeball set does not move the set or affect the trajectory of the ball, play on.

5.2 Illegal Defense

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 replay the point. The offensive team must have a legitimate play on the ball to call "hinder".

If the defensive team gets hit with the ball, call "hinder" and replay the point. The offensive team must have a legitimate play on the pass to call "hinder"

When a defending player has committed an illegal defense, play will be allowed to continue until the ball is controlled, blocked out or scores. If the ball scores, the penalty will not be called.

PENALTY: If a defensive player blocks the offensive team illegally, the point will be replayed. If the infraction, and unsportsmanlike conduct continue, points will be deducted.

5.3 Unsportsmanlike Conduct

Players and team representatives are expected to conduct themselves in the tradition of fair play and sportsmanship, which is inherent in this game.

Any player violating Rec Sports guidelines and policies is subject to an unsportsmanlike conduct penalty.