



University of Illinois at Urbana-Champaign
Campus Recreation
Intramural Sports
Spike ball Rules

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General Intramural Sports Policies and Procedures

Signing-In and Rosters

1. All players must present a valid I-Card/Safer Illinois App to the Intramural Supervisor in order to sign-in and participate in an intramural contest.
2. An individual is bound to the *first* team they sign in for.
3. A participant can only play on 1 Co-Rec team *and* 1 single gender team (i.e. Men's *or* Fraternity Greek Cup).
4. If a player is found participating in the contest without having signed in with the Intramural Supervisor and doesn't have their I-Card/Safer Illinois App present, said team will forfeit the game and all forfeit fees and consequences will apply.

Forfeits and Defaults

1. Teams that are not present at their scheduled contest by game time or are unable to produce enough eligible players to field a team, will be assessed a forfeit aside from the Grace Period Exception.
2. A team may delay its right to win by forfeit and allow the other team a grace period of 10 minutes to acquire a properly equipped team through the Grace Period Exception:
 - a. Once a 10 minute grace period is granted by the team who is ready, they may not rescind their decision and take a forfeit before the 10 minutes passes.
 - b. If 10 minutes passes after the scheduled game time, and the minimum number of eligible players required to play for the opposing team has not arrived, then that team that is ready to play must accept the forfeit.
 - c. If the forfeiting team is able to obtain the minimum number of properly equipped players before the 10 minute grace period expires, game starting procedures will occur.
3. The team captain of a team that has forfeited will be assessed a \$5 forfeit fee. Additionally the team will be ineligible for playoffs.
4. If a team knows in advance that they will be unable to field a team on a given night; they may avoid the forfeit fee and loss of playoff eligibility by filing a default by 2:00pm on the business day of the contest.

5. A team that has one less than the minimum number of players required to start the contest will receive a default.

Sportsmanship

1. The Intramural Activities Program expects all participants to respect and abide by all rules and policies, show respect and concern for the intramural staff, and refrain from abusive language, poor attitude, and manipulation of the rules to further their chance of winning.
2. Sportsmanship ratings are given to teams after each contests by Intramural Sports Leads, Supervisors, and game officials. These ratings reflect behavior before, during, and after a contest. For purposes of our sportsmanship ratings, we will not count administrative technical fouls and rule technicalities against a team's overall sportsmanship. The decision will be final and ratings will exist on the following scale:
 4. Team shows excellent sportsmanship and go out of their way to keep the game safe and fun. Team receives no unsportsmanlike conduct penalties.
 3. Team shows good-to-average sportsmanship, or *one (1) unsportsmanlike conduct penalty is assessed.*
 2. Team shows below-average sportsmanship and displays dissent to game officials before, during, or after contest. *Two (2) unsportsmanlike conduct penalties is assessed during the contest on either two separate participants, or on a single participant resulting in an ejection.*
 1. The intramural contest has been terminated due to *three (3) unsportsmanlike conduct penalties being assessed on one team throughout the contest. The three penalties can all be on separate participants or on one participant receiving two unsportsmanlike conduct penalties (resulting in an ejection) and a separate participant receiving an unsportsmanlike conduct penalty.*
 0. Team displays unacceptable conduct and sportsmanship. Game is canceled due to any of the following conduct:
 - Fighting or abusive, violent behavior.
 - Team repeatedly exhibits unnecessary roughness that jeopardizes the safety of other participants.
 - Spectator or player clearly gestures or shouts obscenities.
 - A game where more than 3 unsportsmanlike conduct penalties have been assessed to one team.

Playoffs

1. To advance to playoffs during a five (5) week regular season, a team must win three (3) contests out of four (4), or more.
2. To advance to playoffs during a four (4) week regular season, a team must win two (2) contests out of three (3), or more.
3. Teams must have a sportsmanship rating average of at least 2.5 to advance to playoffs.
4. Captain must have completed the online Captain's Quiz prior to the end of regular season to advance to playoffs.
5. Teams must have NO regular season forfeits to advance to playoffs.

6. Teams that advance will be seeded in the bracket according to winning percentage, head to head results, sportsmanship and point differential at the end of regular season.

Protests

1. All games are self-officiated!!
 - a. All disputes should be settled between the two teams. If the two teams cannot arrive at an agreement, the game will result in a double forfeit. The Intramural Sports Supervisor will be on site, but the role of this supervisor is strictly to clarify any rules or interpretations. **THE RULING FROM THE SUPERVISOR IS FINAL.**
 - b. **DISAGREEMENTS:** All disputes and disagreements must be settled between the two teams. If the two teams cannot reach an agreement within one (1) minute, the game will end in a double forfeit.
2. A team captain may protest player eligibility and rule interpretation, but *not* the judgement of the officials.
3. To file a protest, notification of the protest must be made to a game official at the time of the alleged infraction prior to the *next live play*.
4. A player's eligibility must be protested *prior to the end of the contest*. No more than three (3) participants can have their eligibility protested during a single contest.

For more information regarding the policies and procedures of Intramural Activities please see the Intramural Activities Handbook on Active Illini and the Campus Recreation website.

Inclement Weather

1. Information regarding cancellations will be relayed to captains either in an email or phone call from the Intramural Office or the on-site Intramural Supervisor.
 - a. Emails from the Intramural Office may come through Active Illini.
2. Unless teams have received an explicit cancellation message in regards to their sport via email or phone, teams should assume that all intramural contests will be played as scheduled.
3. In the event that a contest must be ended early due to inclement weather as determined by the on-site supervisor:
 - a. A game shall be considered "official" and the result final if after the conclusion of the first half of the game, the contest is cancelled due to inclement weather.
 - b. If the first half of the game is complete, but the contest was tied, an overtime period will be scheduled to determine a winner provided there is time and space available in the remainder of the regular season. .
 - c. If the first half of the game is not completed when the contest was stopped, the contest will be rescheduled and started over from the beginning on a rescheduled date provided there is time and space available in the remainder of the regular season.

Equipment

1. All players are required to bring a valid I-Card and show their Safer Illinois App at all Intramural contests.
2. Closed-toed, athletic type shoes are required. All players must wear non-marking shoes.
 - a. No boots, sandals, or cleats will be allowed
3. All equipment is subject to the approval of the intramural staff on duty.

Contest Timing

1. Contests will start at the time they are scheduled on Active Illini. Teams should check in with the Intramural Supervisor 15 minutes prior to the scheduled game time.
2. Teams will have 40 minutes to complete their schedule Intramural Spike ball contest (or game).

Players

1. A team will consist of 2 players of any gender
 - a. All leagues will be open

Game Rules

Start of the Game

- a) Winner of rock, paper, scissors gets to pick side or serve. Opposing players line up across from each other.

Matches

- a) A match is won when a team wins 2 (out of 3 games). Games are played to 21.
- b) Games must be won by two points unless otherwise specified
- c) Games will be capped at 25 (if the score is 24 to 24, the game will be decided by the next point)

Time-outs

- a) Teams are allotted one 60 second time out per game.
- b) The time-out may not be called during a point.

To Score a Point

- a) Spikeball is played using rally scoring; points can be won by the serving or receiving team. A team scores a point when:
 1. The opposing team fails to legally return the ball to the set
 2. The opposing team commits a point-loss infraction
 3. The opposing team's server fails to hit a legal serve or has two successive faults

Replay

- a) A point is replayed when
 - a. Teams disagree on the legality of a hit.

- b. Teams disagree on an infraction.
- c. A hinder occurs
 - i. There is outside interference

Indoor Modifications

- a) The ball may be played off the wall during a Rally
- b) The server will always serve on the long side.

Officials

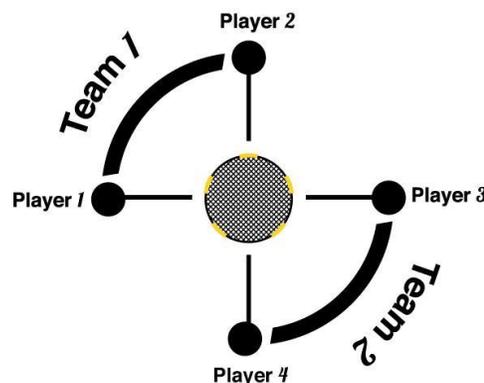
- a) The games will be self-officiated.
- b) All disputes should be settled between the two teams.
- c) Teams should replay a point if a they can not agree on a call.

Replay Procedure

- a) If a point is replayed after a legal serve is hit, the game resumes at the same score, player positions, and serving order

Rally

- a) A rally is a sequence of playing actions between the moment the serve is hit to the moment the ball is out of play.
- a) If the serving team wins a rally, they score a point and continue to serve.
- b) If the receiving team wins a rally, they score a point and must serve next.



Positions:

- a) The four players start set up in four positions around the set, 90 degrees apart

- b) Teammates are located next to each other. All players must start with their entire body at least 6 feet from the set. The established positions should be used for the duration of the match. Typically the positions are parallel and perpendicular to the orientation of the field
- c) At the start of a game, the serving team sets their positions first and declares which player will start serving. Once the serving team is set, the receiving team positions their players.
- d) The receiver is the player that is positioned 180 degrees across from the server. Once the server is set the receiver may adjust their position and is free to move anywhere without distance restrictions.
- e) Only the designated receiver can field the serve.
- f) The other two players may only move from their positions once the ball is hit by the server.
- g) If the serving team wins the point, the server switches positions with their partner and serves to the other member of the opposing team.
- h) After every 5 points players rotate one position counterclockwise to equalize Conditions.
- i) If a non-receiving or non-serving player takes a step before the ball is hit by the server, they lose the point. In the case where both non-receiving and non-serving player move before the ball is hit by the server, the team that moved first will lose the point. If the infractions happen simultaneously the point will be replayed.

Serving

1. First serve of the game
 - a. The first team to serve is decided by one game of Rock, Paper, Scissors (see 3.5).
2. Serving order
 - a. The initial serving team decides which player from their team will start as the server. That player continues to serve until the receiving team wins a point.
 - b. Once the receiving team wins a point, they get the service possession and choose who will start serving for their team. From there on, service alternates between teammates after each change of service possession. This four person order continues the rest of the game.
3. Order in a New Game
 - a. Occurs each game so the serving order does not need to stay the same for multiple games.
4. Serving Position
 - a. If the serving team wins the point, the server switches positions with their partner and serves to the other member of the opposing team.

Serving Basics

- a) All parts of the server's body and the ball must be behind the 6 foot service line when the ball is struck.
- b) Before serving, the server must set their feet.
- c) At least one foot must maintain a single point of contact with the ground until the ball is struck.
- d) The server may take one step in any direction. This action establishes the pivot foot. Once the non-pivot foot touches the ground, that foot must also maintain one point of contact.
- e) The ball must travel at least 4 inches away from the point of release from the server's hand before it is struck.
- f) Serves must be struck. The ball cannot be caught, carried, or thrown.
- g) Serves may be struck with any amount of force; short serves are allowed.
- h) Serves may not pass higher than the receiver's straight-up extended hand. (See
- i) There is no limit to the angle at which serves can be hit.

Execution of the service

- a) The server must start centered over their correct position and set their feet. The server then calls the score to the receiver, placing the serving team's score before the receiving team's score. Only the designated receiver can field the serve. The receiver may move from their position once the server has set up.
- b) If the server commits a Service Fault the serving team has one more attempt to hit a legal serve.
- c) If the server commits a service fault, either player on the receiving team has until the ball is hit for a second time to call "fault." The server is then allocated a second serve. If a second "fault" is called, the receiving team is awarded a point.
- d) Players may choose to play through a fault. Unless a call is made the play is live. Players are not required to say anything if they choose to play through a fault.
- e) If the server commits a Service Infraction the receiving team is awarded the point.

Service faults

- a) The server does not announce the score before his first serve.
- b) The ball is struck before traveling 4 inches away from the point of release from the server's hand.
- c) The ball is struck from within the 6 foot service line.
- d) The server's feet contact or cross the 6 foot service line before the ball is struck. If the server hits the ball with one foot airborne, that foot must contact the ground at least 6 feet from the net before further movement.
- e) The server does not maintain one point of contact with their pivot foot.
- f) After taking a step, the server does not maintain one point of contact with their non-pivot foot.

- g) The ball's trajectory changes due to proximity to the rim, without contacting the rim (i.e. pocket). Exception: If the ball hits near the server's side of the net, commonly called a near net, it typically bounces low and hard without a change in direction. **This is a legal serve.**
- h) The ball lands on the net and rolls into the rim and up (i.e. roll-up).
- i) The ball is higher than the receiver's straight-up extended hand. If a serve hits the palm of a straight-up extended hand it is good. If it hits the fingertips of an straight-up extended hand it is too high.
- j) The ball is tossed and not hit/contacted. Dropping, catching or swinging at and missing a toss all count as a fault.

Service infractions

- a) The ball misses the set entirely.
- b) The ball contacts the rim directly.
- c) The ball bounces multiple times on the net or bounces on the net then hits the set on the way down.
- d) After the ball is served, the first contact is by a player on the serving team (i.e. a player hits their partner with the serve).

Faults and Infractions

- a) If a fault and infraction both occur during a serve, the infraction is called.

Playing the Ball

In Play

- a) The ball is in play from the moment the server strikes it until one of the following occur:
 - a. The ball contacts the ground.
 - b. A serving fault occurs and/or is called by the receiving team or an observer.
 - c. An infraction occurs and/or is called by any team or an observer.

Hitting the ball

- a) A hit is any contact with the ball by a player.
- b) A team is entitled to a maximum of 3 hits alternating between players for returning the ball to the set. If more are used, the team commits the infraction of "Four hits" and loses the point.
- c) Consecutive Contacts
 - a. A player may not hit the ball twice consecutively.
- d) Simultaneous Contacts
 - a. If teammates touch the ball simultaneously it is counted as two hits. Either teammate may take the next hit provided they have not already used all three hits.
- a) Characteristics of the hit

- a. The ball may touch any part of the body.
- b. The ball must be struck, not caught, lifted, or thrown.
- c. Players may not hit the ball with two hands.
- d. At the first hit of the team on a possession, the ball may touch various parts of the body, provided that the contacts take place simultaneously.
- e. At the first hit of the team on a possession, the ball may contact various parts of the body consecutively, provided that the contacts occur during one action.

Infractions in Playing the Ball

- a) Four hits
 - a. A team hits the ball more than three times before returning it to the set.
- b) Non-strike
 - a. The ball is carried, caught, or thrown.
- c) Two-handed hit
 - a. A player hits the ball with both hands.
- d) Double-contact
 - a. A player hits the ball twice in succession or the ball contacts various parts of his/her body in succession.

Hits on the net

- a) Illegal hits on the net
 - a. When the ball is returned to the set, the return results in a loss of point for the hitting team if:
 - i. The ball contacts the rim of the set directly.
 - ii. The ball bounces multiple times on the net or bounces on the net then hits the set on the way down.
 - iii. The ball has a prolonged roll along the netting.
- b) Pocket
 - a. During a rally, any shot that changes the trajectory of the ball due to the ball's proximity to the rim, without contacting the rim (i.e. pocket) is legal. Note, this is not legal on a serve.
- c) Roll-up
 - a. During a rally, a hard-struck shot that lands on the netting, rolls into the rim and then off the net (i.e. roll-up) is legal. Note, this is not legal on a serve.
- d) Change of Possession
 - a. Once the ball comes off of the netting the non-hitting team may then contact the ball.
 - b. The non-hitting team may not contact the ball while it is in contact with the net.
- e) Other hitting violations
 - a. A defensive player attempts to play the ball out of turn. This results in the loss of the point.

- b. An offensive player hits a shot off the net which subsequently hits himself or his teammate. This results in the loss of the point.

Contact with the Net

- a) Any contact with the set by a player (rims, legs, or netting) during a rally results in a “Set Contact” infraction for the offending player and is a loss of point for that team.

Hinders

A hinder is 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 infringed player may call “hinder.” The call should be made as soon as the infraction occurs and play should stop immediately.

- a) Avoidable Hinder
 - a. If the hinder is avoidable and the offensive player has a strong play on the ball, the point is awarded to the offensive team.
 - i. Ex: Defensive team throws arm in front of shot over the net, preventing offensive player from swinging.
 - ii. Ex: The hitter is contacted by a defensive player during the act of swinging in close proximity to the net.
- b) Unavoidable Hinder
 - a. 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.
 - i. Ex: A close range body block pops up and goes directly into the defending team.

Defender in the Ball’s Path

1. 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.

Offense Hindering the Defense

While less common, hinders can occur by the offensive team. The infringed 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.

- a) Ex: Non-hitting offensive player contacts defensive player preventing them from making a play.
- b) Ex: Hitter falls into defensive player after taking their shot.
- c) Ex: After setting the ball, the setter attempts to restrict the defense’s movement.