PARTICIPATING WARNING

There are inherent risks of mental and physical injury while participating in the Intramural Sports Program. Our goal is to reduce or eliminate as many risks as reasonably possible to provide a safe and fun program. This does not mean that injuries will not happen. We ask for your full cooperation in following instructions regarding proper conduct, proper use of equipment and facilities, and adherence to the rules of each sport as established by the Intramural Sports Program. Participants are responsible for the cost of any injury; therefore, you are encouraged and recommended to have adequate health insurance.

Players, Field, & Equipment

1. A maximum of 2 players will compete on a team.
2. A team must have 2 players, if injury or disqualification reduces the number to fewer than 2, the game shall be forfeited.

Boundaries

During play, players may move anywhere around the trampoline. The game is played 360 degrees around the net.

Equipment

1. Each “court” will be provided with a Spikeball net, and a Spikeball. Supervisors will issue the ball.
2. All players are required to wear jerseys of the same color with permanent numbers of contrasting color.
3. Participants must only wear tennis, volleyball, or basketball shoes with pliable synthetic or rubber soles. No marking black-soled shoes or boots will be allowed.
4. Participants must wear shirt and shorts/pants.
5. Players may not wear:
   1. guard, cast, or brace made of unyielding leather, plaster, pliable plastic, metal, or any other hard substance, on finger, hand, wrist, or forearm jewelry or hats

Game Play

1. Best 2 out of 3 games. Games 1 & 2 are played to 21 points, Game 3 is to 15 points. Winner must win by 2 points in every game. Cap for the first two games is 30, cap for the last game is 20. The game will be played by rally scoring (every serve a point will be awarded).
2. Teams start out on opposite sides of the trampoline. Once ball is in play, they can move freely around it.
3. A server shall hit the ball with one hand. The ball must touch the net, before the other team can make a play. The server is allowed two tries to get the ball into play. Failure to get the ball in play will result in a point for the other team and loss of service.
4. A server shall continue to serve until their team commits a fault. When it is that team’s serve again, the other team member will take a turn serving. If the receiving team wins the rally then they gain the serve.
5. A team gets three hits to return the ball. Returning the ball means that the ball hits the net of the Spikeball net, and is playable by the receiving team.
6. Faults or side outs:
   1. Serves illegally or out of rotation.
   2. Fails to return the ball legally.
   3. Catches the ball.
   4. The other team “hinders” them from making a play. (Hinder= blocking the opponent or setting a pick)
   5. Strikes the ball more than once in succession.
   6. Performs four hits on their side as a team.
   7. Fails to get the ball outside of the cylinder of the net.
   8. Player carries (palms) the ball.
7. If the ball bounces off the rim, and goes in an awkward direction a team can call “rimmer”. This will result in a point and service for the opposing team.
8. 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 re-do of the point and service remains the same.

SPORTMANSHIP RATING SYSTEM

The sportsmanship rating system is intended to be an objective scale by which teams’ attitudes and behaviors can be assessed. Behavior before, during, and after a contest is included in each rating. Each team captain is responsible for educating **ALL players and spectators** affiliated with his/her team about the system. **Teams must maintain a 3.0 ("B") average in order to qualify for tournament play. Teams must also maintain a 3.0 ("B") average during tournament play.** The Intramural Staff will determine the score for the teams after each intramural contest. The Intramural Staff reserves the right to review and/or change any sportsmanship rating given. Captains inquiring about their team’s sportsmanship rating should do so the business day following the contest by contacting the Assistant Director of Competitive Sports or Graduate Assistant of Competitive Sports by emailing intramurals@usu.edu

The sportsmanship rating system is based on the following criteria, **but not limited to:**

**4.0 = Excellent Conduct and Sportsmanship (A)**
- Team members cooperate with and demonstrate good sportsmanship toward members of opposing teams, spectators, and ALL campus recreation staff.
- Team manager exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations, and cooperates by providing any information requested by any intramural staff member.

**3.0 = Good Conduct and Sportsmanship (B)**
- Team members verbally complain about some of the decisions made by the officials and/or show minor dissensions, which may or may not merit an unsportsmanliplike conduct penalty.
- Teams receiving one unsportsmashiplike conduct penalty will receive no higher than a "B" rating.
- A team defaults the contest

**2.0 = Average Conduct and Sportsmanship (C)**
• Team shows verbal dissent toward officials and/or the opposing team, which may or may not result in an unsportsmanlike conduct penalty.
• Team captain exhibits minor control over team/spectators, but is in control of himself/herself.
• Teams receiving more than one unsportsmanlike conduct penalties will receive no higher than a "2.0" rating.
• Team is unable to produce a team at game time resulting in a forfeit.

1.0 = Below Average Conduct and Sportsmanship (D)
• Team continually dissents the officials and/or opposing team from the court/sidelines.
• Team manager exhibits little or no control over team/spectators or himself/herself.
• Teams that have a player ejected will receive no higher than a "D" rating.

0.0 = Poor Conduct and Sportsmanship (F)
• Team is completely uncooperative; manager has no control over team/spectators/self.
• Teams play with ineligible participants or withhold any information requested.
• Damage or destruction of any Campus Recreation facility/equipment.
• Multiple player ejections or causing a contest to be forfeited by any reason than not having enough players will receive an "F" rating.
• Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee.

Teams receiving a "0.0" rating during tournament will not be allowed to advance.

Teams receiving a "1.0" rating during tournament must have their team captain meet with the Assistant Director of Competitive Sports before their next scheduled contest.

Teams that do not maintain a 3.0 Average during Tournament play will be required to meet with the Assistant Director of Competitive Sports before their next scheduled contest.

For full details and our entire Intramural Sports Program Manual, please visit https://www.usu.edu/campusrec/intramural_sports/homepage_intramural

Everything is at the discretion of the Assistant Director of Competitive Sports and the Graduate Assistant of Competitive Sports. If you have any questions, contact them at intramurals@usu.edu or 435-797-0552.