

USU Intramural Spikeball Rules

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.

The Game

1. 2 teams of 2 players
2. Games are played to 21 points, win by 2 with rally scoring
3. One team serves to another by spiking the ball ONTO the net
4. A 5-minute grace period is allowed past game time if a team is not ready. After the 5-minute grace period has expired and one team does not have enough people signed in, the result is a forfeit

Eligibility

1. Current USU students, faculty and staff, spouses of students/faculty/staff
2. Every player must be on the current roster via FusionIM
3. Players must bring a valid picture ID to EVERY game
4. NO ID = NO PLAY, NO EXCEPTIONS!

Equipment

1. Spike ball sets and game balls will be provided
2. Proper footwear and attire are mandatory

Play

1. Captains will play Rock, Paper, Scissors – winner gets to select: serve, receive, or starting positions. Other captain gets the remaining choice.
2. Opposing players line up across from each other
3. Any players not receiving the serve must be at least 6 feet from the net
4. The person returning the serve can stand at whatever distance they choose
5. The server can take one step in any direction (pivot)
6. Once the ball is served, players can move anywhere they want
7. Possession changes once the ball contacts the net
8. Each team has up to 3 hits per possession, but they do not need to use all 3 hits

Serving & Possession

1. The server shall stand directly across from the receiving player
2. The server gets on service fault and a replay of the serve
3. Only the designated receiver can field the serve
4. The ball must be tossed up from the server's hand at least 4 inches before it is hit (cannot be hit out of the player's hand)
5. Server's feet must be behind the service line (7 feet) and can take one step in any direction
6. Serves must be low enough for the receiver to play
7. If the serve is too high, the receiver must call "let" before they touch the ball
 - a. At this point, the serving team only has one more attempt to serve
 - b. If the serving team fails, point is awarded to the receiving team and the receiving team becomes the serving team
 - c. If the receiver does NOT call "let", play continues
8. The ball must come cleanly off the net on a serve
 - a. If the ball takes an unpredictable bounce the receiver must call "pocket" before they touch the ball
9. If the ball contacts the rim or legs at any time, it results in a point for the other team and change of possession. After the server wins the point, they change positions with their teammate so they are directly across from the other members of the receiving team
10. The four players serve in the same sequence throughout the match, changing the server each time a rally is won by the receiving team
11. Hits must alternate between teammates
12. The ball must be hit with one hand (not two hands)
 - a. You may not catch, lift or throw the ball
13. You may use any part of your body to hit the ball and it counts as your hit
14. You cannot hit the ball twice in a row regardless of what part of the body it hits
15. Once the ball hits the net, it must bounce off in a single bounce and clear the rim
16. The ball becomes dead once it hits the rim, the ground or the net for a second time without being touched
17. If teams cannot determine if the ball hit the rim, replay the point

Infractions

1. Defensive players must make an effort to get out of the offensive team's way
 - a. If a member of the defensive team is in the way, the player being blocked must call "hinder" and the point is replayed
 - b. The offensive team must have a legitimate play on the ball to call "hinder"
2. If a defensive player attempts to play a ball when it is not their turn, they lose the point
3. If a player hits a shot off the net then the ball hits their teammate, they lost the point
 - a. If a player's hits a shot off the net then the ball hits him or herself, they lost the point
 - b. If any player contacts the spikeball set and moves the set or affects the trajectory of the ball, they lose the point
 - c. If the contact with the set does not move the set or affect the trajectory of the ball, play continues

Scoring

1. Rally scoring (points can be won by the serving or receiving team)
2. Games are played to 21, win by 2 points
3. Points are scored when:
 - a. The ball isn't hit back into the net within 3 hits
 - b. The ball hits the ground
 - c. The ball hits the rim (including the legs)
 - d. The ball does not bounce off the net in a single bounce (it must clear the rim)
 - e. There are two service faults by the server

Officials

1. Teams officiate their own games

SPORTSMANSHIP 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 average in order to qualify for tournament play. Teams must receive AT LEAST a 3.0 during each tournament game in order to advance.** 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 Coordinator of Competitive Sports or Graduate Assistant of Competitive Sports by emailing intramurals@usu.edu

Sport Code	Description
4.0	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	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 unsportsmanlike conduct penalty. Teams

	receiving one unsportsmanlike conduct penalty will receive no higher than this rating. A team defaults the contest, meaning they contact the Intramural Sports office before noon on the day they are scheduled to play to let them know they will not attend.
2.0	Team shows verbal dissent toward officials and/or the opposing team throughout the game, which may or may not result in an unsportsmanlike conduct penalty. There may be one player who consistently question calls in a rude behavior or speak negatively towards the opposing team throughout the game. A penalty may not be enforced as no one instance may warrant that, but the overall behavior may award the team this rating in sportsmanship. 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 this rating. Team is unable to produce a team at game time resulting in a forfeit.
1.0	Team continually dissents the officials and/or opposing team from the court/sidelines. There may not be an unsportsmanlike penalty enforced as no one scenario may mandate that, but if multiple players exhibit rude or negative behavior toward the staff or the opposing team, they will be awarded this rating. Team manager exhibits little or no control over team/spectators or himself/herself. Teams that have a player ejected will receive no higher than this rating. The team captain will be required to meet with a Competitive Sports Administrator
0	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. At least one player ejection or causing a contest to be forfeited by any reason than not having enough players will receive this rating. Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee. The team captain will be required to meet with a Competitive Sports Administrator

Teams that do not receive a 3.0 in any postseason tournament game will be immediately disqualified.

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 Coordinator 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.