



**UNIVERSITY OF WISCONSIN-EAU CLAIRE**  
**RECREATION & SPORT OPERATIONS – INTRAMURAL SPORTS**  
**Spikeball**

**BASICS**

**BEFORE PLAY**

- The ball should be inflated to 12in circumference.
- The tension of the net should be consistent throughout. A ball dropped from 3 feet above the net should bounce up approximately 12-18 in.

**DURING PLAY**

- All players except the receiver must begin the point at least 6 feet from the net.
  - The receiver may stand at any desired distance
- Once the server strikes the ball, players may go anywhere they choose.
- Possession changes when the ball contacts the net.
- Each team has up to 3 touches per possession.
- Determine a serving order which alternates players from the two teams (e.g. Player 3 follows Player 1, etc.).
- To equalize sun and wind effects, rotate starting positions 90 degrees counterclockwise every 5 points if desired.

**SCORING**

- Roundnet is played using rally scoring; points can be won by the serving or receiving team.
- Games are typically played to **11**, **15**, or **21**. In tournament play, the tournament director specifies the winning score.
- Games must be won by two points unless otherwise agreed upon or specified.
- The rally ends and a point is awarded when:
  - The ball contacts the ground or otherwise isn't returned onto the net within 3 touches.
  - The ball is hit directly into the rim at any time, unless it's the first serve.
  - The ball bounces and falls back onto the net or rim.
  - The ball clearly rolls across the net

**SERVING**

- If the receiving team wins the point, the next designated player serves according to the initial sequence. Otherwise, the server switches places with his/her partner and serves to the other receiving team member.

- The receiving team sets their position first. The server stands 180 degrees across the designated receiver--the only player allowed to field the serve.
- Serves may be struck with any amount of force; short serves are allowed.
- If a server serves two faults, the receiving team wins the point. Violation of ANY of the following rules is a fault:
- The server must toss the ball upward at least 4 inches.
- If the server tosses the ball, he/she must hit it. Dropping, catching, or swinging at and missing a toss all count as a fault.

### **RALLIES**

- Touches must alternate between teammates. Consecutive touches by one player result in a loss of a point.
- The ball must be contacted cleanly, not caught, lifted, or thrown. Players may not hit the ball with two hands, even if placed together "volleyball style".
- Players may use any individual part of their body to hit the ball.
- After the serve, any unusual bounce (i.e. pocket) that does not contact the rim is legal and playable.
- A shot which 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.
- If teams cannot determine the legality of a hit, replay the point.

### **INFRACTIONS**

- Remember: Player safety is paramount
- Defending players must make an effort not to impede the offending team's possession or play on the ball.
- If an offender collides with a defender, or a defender's position prevents a makeable offensive play on the ball, the infringed player may call "hinder" to force a replay of the point.