Teams:
- Open (no gender specific rules or player ratio requirements and is recreational in nature).
- Each team plays with two players but can have up to four per team
- Substitutions can occur at any time during the game, just call out “sub” so the other team knows you’re doing a substitution

Serving:
- The serve must be clean
  - If the team serving misses the net or hits the rim, the opposing team gets the point
  - If the team serving serves the ball too high or into a pocket (both rim and net), then the server can redo the serve (only one redo allowed)
- The same server continues to serve until their team losses a point
- If the serving team wins a point, the server and his/her teammate switch places (the server will now be serving to the other defensive player). If the defense wins, there is no change in starting positions
- The server stands 180 degrees across from the designated receiver-the only player allowed to field the serve
- The server must stand at least 6 feet away from the net when the ball is hit
- Soft and hard serves are allowed

Contacting the ball:
- Each team gets up to three touches to return the ball off of the net
• Touches must alternate between teammates (no double hits from the same person)
• You may use any part of your body as a “touch”, but you cannot use two hands at once or contact the ball twice consecutively

**Rallies:**
• Touches must alternate between teammates
• After the serve, any unusual bounce (ex. Pocket) that does not contact the rim is legal and playable
• A shot that lands on the net, rolls into the rim and then off the net (ex. Roll up) is played as a pocket, not a direct rim hit (playable)

**Scoring:**
• Rally scoring-games are to 21, win by 2
• Points are given when the ball does not bounce off the net in a single bounce (it must clear the rim in order to be good)
  o The ball hits the rim
  o The ball hits the ground
  o The ball clearly rolls across the net
  o The ball isn’t returned within 3 touches
  o The ball bounces and falls back onto the net or rim (double-bounce)

**Infractions:**
• Defensive players must make an effort to get out of the offensive team’s way. If they do not, the offensive team may call a “hinder” and the point is replayed
• If a player hits a shot off the net then the ball hits their teammate, or themselves, they lose the point
• The following infractions cause a loss of a point:
  o A defensive player attempts to play a ball out of turn
  o A player hits a shot off the net which subsequently hits himself or his teammate
    ▪ If the defensive team has no play on the ball, they should cede the point to the offense
  o A player makes contact with the Spikeball round net set, moving the set from its original position or affecting the trajectory of the ball
    ▪ If neither net position nor trajectory changed, play on
• Ultimately if there are any disagreements, replay the point

**University of Washington Intramural Tournament Info**

• First team to 21 wins, play best 2 out of 3 OR team with the most points total after 30 minutes
• In the event of a tie, do a tiebreaker game to 5
• Spring quarter
• Grass field #2
• 5 p.m. – 7 p.m.