

Intramural Spikeball Rules

The following set of rules addresses gameplay for Spikeball. Additionally, the intramural handbook addresses intramural policies that apply to all sports and should be read prior to registering an intramural team.

Postings: Schedules, league updates, game results, and playoff brackets will be posted on IMLeagues as that information becomes available. Team captains should check the site regularly to check for changes.

Eligibility: All students are eligible to participate in the Intramural Sports Program, provided they are enrolled during that semester/block at St. Olaf.

All faculty, staff, and spouses are eligible provided they have a current Recreation Pass, have signed the necessary waivers, and paid the necessary pass fees.

All eligibility protests must be presented to the supervisor before the game or when the protested player first enters the game.

All players must have played in one regular season game to be eligible for the playoffs.

Pre-Game: All participants must present a valid Ole Card to participate in any intramural activity.

There will be no exceptions to this policy. If participants do not present valid identification, they will not be allowed to participate in the Intramural activity.

No ID, No Play!

Equipment: No jewelry may be worn.

Forfeits: To avoid a forfeit, teams must have the minimum number of players checked in by five (5) minutes past game time.

Format: Games are played best of three sets using rally scoring. The first two sets are played to 25 points. Teams must win by 2 points; however the set is capped at 27 points, except in playoffs

The third set is only played if necessary. It is played to 15 points with teams needing to win by 2 points; however, the set is capped at 17 points, except in playoffs.

Each team is allowed one 30 second timeout per game.

Players: Teams must have 2 players to begin and continue a game.

Scoring:

In the following situations, the ball will become dead, and a point will be awarded to the non-offending team:

- The ball contacts the ground or otherwise is not returned within 3 touches.
- The ball is hit directly into the rim during the rally.
- The ball contacts the net twice in succession.
- The ball rolls across the net.
- A player contacts the ball twice in succession.
- A player contacts the ball with two hands.
- A player lifts or throws the ball.
- A player plays the ball out of turn.
- A player makes contact with the net.

Service:

The first serve will be determined by a rock, paper, scissors game. The team that serves first in the first set will serve second in the second set.

The serving order must remain constant throughout the entire game.

The server chooses their position directly across from the intended receiver. That player is the only player allowed to receive the serve.

The receiver can call a service fault if the ball is out of their reach, the ball hits the rim, or the ball hits the pocket where the net and rim attach.

A service fault results in a re-serve and no point is awarded.

General Play:

During a rally, each team is allowed three touches before they must return the ball to the net. Touches must alternate between players of the team.

After the serve, any unusual bounce is legal and should be played (i.e. hitting the pocket)

Obstruction:

Players must make legitimate attempts to not interfere with their opponents' ability to play the ball.

If an obstruction occurs, and it prevents a player from a reasonable attempt at playing the ball, the point should be replayed.