

# Southern Illinois University Edwardsville Intramural Sports Omni- Kinball

**All SIUE Intramural Sports Rules Apply. Everyone must have a Cougar ID Card. Games will take place on the SIUE Student Activity Center**

A video describing the sport can be found here: <http://www.youtube.com/watch?v=9P59OOdiQNs>

## **Equipment**

- The Intramural Sports Program will provide all necessary equipment.
- For safety and injury prevention, exposed jewelry, such as wrist watches, bracelets, earrings, and neck chains must not be worn during games.

## **Game Format**

- Each game will be played with three (3) teams of four (4) persons against each other at a time.
- All games will be three (3) 12-minute periods.
- There will be a two (2) minute intermission between periods.

## **Gameplay:**

The game begins with one team serving the ball.

- To serve the ball, three (3) players hold the ball up while the fourth player yells “OMNIKIN” and the color of another team and then hits the ball.
- The team called must catch the ball before it touches the floor.
- If the catch is successful, the receiving team serves.
- If the ball touches the floor, the other two (2) teams get one (1) point each and the receiving team serves.
- The ball is considered out-of-bounds if it touches the wall, dividing curtains, basketball hoops and and/or any other physical obstacles surrounding the playing area.

## **Service:**

- Three (3) members of the same team must be in contact of the ball so the fourth team member (the server) can hit it.
- The server must say “OMNIKIN” and the color of another team BEFORE hitting the ball. Both must be said loudly enough that all 3 officials can hear it – if not, it will be a fault against the serving team.
- The server must hit the ball with one or both hands and the ball has to travel at least eight (8) feet in an upward or outward direction.
- The ball may NOT be hit in a downward slope.
- The same person cannot serve the ball twice in a row

**Receiving Team:**

- The receiving team has thirty (30) seconds to stop the ball and serve it again.
- The receiving players can control the ball with any part of the body except the head.
- A maximum of two (2) players may be in contact with the ball while walking; 3 or more teammates moving with the ball will be a walking violation.
- A player may not “trap” the ball between his/her arms

**Faults:**

A fault by any team will result in one (1) point being awarded to BOTH of the opposing teams.

- It will be a fault on the **serving team** when:
  - o The server hits the ball out of bounds
  - o The server hits the ball in a downward slope
  - o A player serves the ball twice in a row
  - o A server does not say either “OMNIKIN”, an opposing color, OR serves the ball before saying either word
  - o Not all four (4) members of the serving team are touching the ball when it is served
  - o The serve is not completed within thirty (30) seconds of first touching the ball during reception.
- It will be a fault on the **receiving team** when:
  - o The ball goes out of bounds after the receivers touch it.
  - o The receiving team fails to keep the ball from touching the ground.
  - o A team moves their feet while three (3) or more players are touching the ball
- It will be a fault on the **non-receiving team** when:
  - o A player from the non-receiving team interferes with a serve, and/or touches the ball first, before the intended receiving team
- If a team faults, they will be the next serving team.

Any incidental contact of the ball, by a non-receiving team after first touching, will result in a replay.

**Statement of Inclusion Language for Intramural Sports Dept**

*SIUE Campus Recreation is dedicated to providing a positive intramural sports experience for students of all abilities. Please contact Keith Becherer ([kebeche@siue.edu](mailto:kebeche@siue.edu) or 618-650-3242) at the Student Fitness Center, Room 1524, to discuss options should you require an accommodation to fully participate in the Intramural Sports program because of a disability or impairment.*

