

*All games will be governed by the Official Spikeball Rules with the following SIUE Intramural Sports Modifications:*

### Players & Equipment

- Each participant must present a current Cougar ID Card in order to be eligible to participate.
- Each participant must sign a liability waiver.
- *Eligible Participants:* Students, Staff/Faculty with Student Fitness Center Memberships.
- All participants must have an [IMLeagues](#) account and be on the appropriate team roster to be eligible.
- **Each team shall consist of 2 players** (any combination of males and females). The minimum number of players necessary to begin is 2. Rosters are capped at 4 players.
- Player's clothing must be presentable and appropriate for competition at the discretion of the Supervisor.
- **Shoes:** Closed-toe athletic shoes are required to participate in Intramural Spikeball.
- **Jewelry:** No jewelry or any other item deemed dangerous by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play. Medical alert bracelets must be secured to the participant.
- Hats, caps, and sunglasses are not permitted for play. Eyeglasses may be worn at the risk of the participant.
- Players may wear soft, pliable pads or braces on the leg, knee, or ankle. Braces may not have any exposed metal or screws. Braces made of any rigid materials (including plastic) must be covered with protective padding for safety reasons. Under no circumstances will a player wearing a cast or splint be permitted to play.

### Playing Surface

- All games will be played at the Student Activities Center, unless otherwise noted.
- Only players participating are permitted within the designated playing area.

### Game Format

- All matches will consist of a best 2 out of 3 games. The first team scoring 21 points (win by 2 or a 25 point cap) will be declared the winner. If a third match is necessary, the first team scoring 11 points (win by 2 or a 15 point cap) will be declared the winner.
- Rock, paper, scissors at the beginning of the match will determine which team serves first. The team not serving first in the first set shall serve to start the second set.
- Game time is forfeit time, if a team does not have the minimum number of players necessary to start a match, the game is declared a forfeit.
  - Grace Period: A team may be offered a 10-minute grace period from the original start time to obtain the minimum number of players required to participate.
- All matches will start on a common clock that will be administered by the IM Supervisor on duty. Each match will have a time limit of 45 minutes. If the match is not complete when time expires, the winner will be determined as follows:
  - The team that is ahead when the match time expires will be the winner of any game in progress.
  - The team that is ahead in games won will be the winner of the match. If teams are tied in the number of games won (1-1), then a third game will be played to 11 points (must win by 2, 13-point cap).

### Position of Players

- If you are serving and you win the point you and your partner switch positions and the defense stays in the same place. You **ONLY** switch if your team is serving and you win a point.
- **Substitutions:** A substitute player may enter at the beginning of any game. A substitute may not enter during any game in progress.

- **Server:** The server shall serve from 6 feet back from the Spikeball set

### Playing the Ball

- **Service:** The service is the act of putting the ball into play by the player who hits the ball with one hand (open or closed) or any part of one arm in an effort to direct the ball over the net and into the opponent's area.
  - The server must be 6 feet back from the net.
  - The server must toss the ball upward at least 4 inches.
  - Only the returning player opposite of the server can return the serve, their partner cannot.
  - If the ball is hit higher than the outstretched hand of the returner, that is a fault
  - If a "pocket" is hit on the serve, the ball misses the net, hits the rim, bounces twice on the net, results in a fault.
  - If the server tosses the ball, the ball must be hit. If it falls to the ground, it is a fault.
  - 2 faults result in a loss of the serve and a point to the opposing team.
  - In both of the prior instances if the returner feels as though the high serve or the pocket is something that they want to play, they can, and the point officially starts when their partner engages on the 2nd hit. Before that 2nd hit, either player can shut the point down.
  - A team shall continue to serve until a loss of rally is awarded to the opponent or the game ends.
- **Rallies:** After the ball has been served.
  - Each team is entitled to a maximum of 3 hits for returning the ball over the net. These include intentional and unintentional hits.
  - A player may touch the ball with ANY part of the body, but may not hit the ball two times consecutively.
  - The ball must be contacted cleanly and not be held, lifted, pushed, caught, carried, or thrown. The ball cannot roll or come to rest on any part of the player's body.
  - During a rally, any shot that changes the trajectory of the ball due to the proximity to the rim, without contacting the rim, is legal. (not on a serve)
  - During a rally, a hard-struck shot where the ball lands completely on the netting, and subsequently rolls onto the rim and then off the net (i.e. roll up) is legal. (not on a serve).

### Play at the Net

- A player shall not contact any part of the net or its supports while the ball is in play. If a player inadvertently touches the net supports (other than rope cable) it is not a foul.
- When returning the ball to the opponent's side of the net, a player may follow through over the net
- Unlike on the serve, all "Pockets" are live.
- If a ball is spiked and hits your partner or yourself, you lose the point.
- If the defense impedes the offense, this will be called a hinder and the point will be replayed.
- **Successive Contacts:** Successive contacts of the ball are two or more separate attempts to play the ball by one player with no interrupting contact by a different player between the two plays. This is illegal

### Team Conduct & Sportsmanship:

- The supervisor(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or coach for violations of sportsmanship including, but not limited to, the following:
  - Disrespectfully addressing a staff member.
  - Use of disconcerting acts or words when an opponent is about to play the ball.
  - Using profane or insulting language or gestures toward a supervisor or other player.
  - Baiting players of the opposing team.

- Disrupting the game so that it may not be continued in an orderly fashion.

A sportsmanship score will be awarded to each participating team after every game. An average of the points from each game will factor into team standings. The following scale will be used to rate all teams in all contests played:

- 4: Excellent, no problems.
- 3: Occasional problems, some verbal dissent.
- 2: Unreasonable comments and conduct.
- 1: Continuous verbal dissent, unreasonable conduct.
- 0: Fighting, vulgar language, unreasonable conduct.

### **Weather/Game Cancellation:**

Decisions regarding inclement weather will be made as early as possible by the Intramural Sports Office. All game cancellations will be sent out through IMLeagues messaging service.

### **Statement of Inclusion Language for Intramural Sports Department**

*SIUE Campus Recreation is dedicated to providing a positive intramural sports experience for students of all abilities. Please contact Imani Welch (imwelch@siue.edu or 618-650-3248) at the Student Fitness Center, Room 1524A, to discuss options should you require an accommodation to fully participate in the Intramural Sports program because of a disability or impairment.*