Spikeball

Location:
- Spikeball will take place at the Parker Brothers Intramural Fields.

Bracket Format:
- Each team will be placed in a divisional pool.
- At the assigned time slot, each team will play the other teams in their pool.
- The top team from each divisional pool will move on to the knockout All-U tournament.
- Each organization can receive points for up to 40 teams

Rosters:
- Minimum of 2 players with a maximum of 4 on a roster. 2 players needed to play.
- Fall spikeball is Co-Rec therefore 1 male and 1 female on each team.
- Spring spikeball is NOT co-rec. Teams will be in a male or female division.

Timing:
- If no team representative has signed in by game time, the result will be a forfeit.
- If a team representative is signed in, grace can be given by the opponent as long as the opposing team has both players present.
  - Grace is 5 minutes and 5 points are immediately awarded to the team who grants grace.

Scoring:
- Score a point when the opposing team cannot return your shot whether you are serving or not.
  - A shot is out if it hits the rim, does not hit the net, or bounces twice on the net.
  - Opponent can only use arms and chest not legs.
- For pool play, games will be only one set (best 1 of 1).
- For tournament play, games will be best 2 out 3 sets.
- Winner of all sets will be the first team to 21 points.
  - There is no win by 2, it is next point wins at 20-20 (golden point)
During Play Rules:

- To determine who serves first, the teams should volley (play a rally).
- Team One serves by hitting the ball off the net towards Team Two.
  - We are using the “get in play” method meaning the serve must be a playable ball the opposing team can return with little effort.
- Team Two has to use a minimum of 2 hits, and no more than 3 hits between them before returning the ball to the net. (It is NOT required that you use all 3 hits before returning it back into the net.)
- After the serve, each team has up to 3 hits to get the ball back into the net.
- This continues as a volley until one team cannot return the ball.
- If a team wins a point, they will serve the next point.
  - Serve is alternated between players on the team who win the point.
- Once the ball is in play, there are no longer “sides”. Each team member can run anywhere at any time. Teams switch serving sides once the first team reaches 11 points.
- Teams must always put forth an honest effort to get out of the way of the “hitting” team. If a solution is unclear, the point is replayed.
  - Point is also replayed if the shot hits a “pocket” (part net and part rim).