



RECREATION

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INTRAMURAL SPIKEBALL RULES

Last Revised: Fall 2023

Revisions =

Part A: WR Governing Rules

1. Warrior Recreation Intramural Leagues are guided by the Spirit of Competition (S.O.C.). Every participant, player, captain, and league staff will all have an active part in upholding the S.O.C.
2. Warrior Recreation Spikeball is governed by the policies and rules put forth by [Official Spikeball](#) in conjunction with rules listed here, as well as the policies as outlined in the Spirit of Competition.
3. Officials, team captains, and players are all responsible for the good order and conduct of the game.
4. The official's judgment is final for all decisions regarding game play.
5. A more comprehensive list of rules and regulations for all intramural sports can be located in the Intramural Handbook found [here](#).

Part B: The Teams

1. The conduct of the participants must be in accordance with the Spirit of Competition. Any player violating these guidelines may be asked to leave the facility.
2. It is recommended that both teams be dressed and ready to play 10 minutes before the scheduled start of their game. All games start at the time published on the schedule.

3. Team Members: Teams consist of 2 players playing at one time. The minimum number of players required to begin the game is 2. The maximum number of roster players per team is 3.
4. Grace Time: Any team without the required number of players within 5 minutes of the scheduled time will default that game. If any team member is in doubt about their eligibility, they should speak with their team captain, League Staff, or the Intramural Coordinator immediately.
5. If players, team officials, game timekeeper, etc. show up for a game in a condition which in the official's opinion, render them unable to take part, the official may default the game.
6. Specialized Positions: There are no specialized positions.
7. All varsity athletes can participate during any season.
8. There are no substitutions allowed during a set. Teams may elect to substitute players in between sets. If an injury substitution is made, the injured player may not return for the rest of the match.

Part C: Team Captain

1. The team captain must be familiar with the Spirit of Competition guidelines and Eligibility rules, and inform all teammates of all rules and conduct expectations.
2. Each team must identify their team captain at the beginning of each game to the official. If the captain is not present, the team will be defaulted.
3. It is the team captain's duty to know his/her duties and responsibilities before the game begins.
4. Only the captain should be speaking with the officials during the game time. Players who wish to discuss any issue with an official must ask the captain to speak on their behalf.
5. It is each captain's responsibility to have the team roster ready on the score sheet by the start of game time.
6. The captains of each team are to complete the S.O.C. on the score sheet honestly by giving the opposing team a rating of 0, 1, or 2. They will also **sign and** validate the score upon completion of the game.
7. Any concerns that a captain may have regarding officiating, should be made aware to the **League Staff** in a timely and respectful manner.

Part D: Officials

1. Spikeball will have one official assigned to all games occurring at a given time.
2. The official will require that all participants sign in. Any participant not signing in will not be able to participate.
3. All participants will respect the call of the official. The team captain may ask for clarification in a respectful manner.
4. The official will manage the game sheet and disputes.
5. If there is a dispute, the official's decision is final.

Part E: Equipment

1. No jewelry (unless properly taped down), non-elastic head bands, or hard support braces are allowed during game time.
 - a. Captains will be warned at the beginning of the game to have all their players remove such items.
 - b. During the game, players found with such items will be asked to leave play until the item is removed or properly secured.
2. Religious wear may be worn while participating and must not be a safety risk to the participant, participant's team, opponents, or officials.
 - a. Items that are a safety risk will be asked to be properly secured.
 - b. It is the responsibility of the player to properly secure the item safely.
 - c. If there are any questions about an item's safety risks, players should contact League Staff or the Intramural Coordinator more than 24 hours prior to their game.
3. The following equipment will be required or provided:
 - a. Spikeball net
 - i. Only the official will adjust the netting.
 - b. Game Ball
 - i. A game ball will be provided for game play only (not for practicing).
 - ii. Only the official will inflate or deflate the ball.
4. The following equipment will be optional:
 - a. Custom team shirts
 - i. Must all be the same colour (contrasting to opponents).
5. Proper attire must be worn to participate (no jeans or pants / shorts with zippers).
 - a. Proper athletic footwear for the sport is required (no street shoes, boots, dress shoes, bare feet, or sandals etc).

- b. Cleats are recommended but not mandatory.
 - i. Only if played in Fieldhouse or on outdoor fields.
 - c. Steel toe shoes and metal cleats are not permitted for use.
6. Knee braces must be padded with slow to recover foam, not just pants.

Part F: General Game Rules

1. Playing Time:
 - a. Each match will be a best 2 out of 3 sets
 - i. The first two sets will be to 21 points, capped at 25 points (*i.e.* at 24-24 the next point wins).
 - ii. The third set, if necessary, will be to 15 points with no cap.
 - iii. There will be 1 minute maximum between sets.
 - iv. There will be 3 minutes between matches at maximum.
 - b. No game will exceed 35 minutes after the scheduled start time.
2. Overtime/Tie
 - a. No game will end in a tie.
3. Time Outs: There will be one, 30-second time out per set per team.
4. Mercy Rule: There is no mercy rule.
5. A game recorded as a default/forfeit will be scored 2-0.
6. The winner will be determined as the first team to win two sets.
7. Games may be played in Field House A, Field House B, and Field House C or on the beach courts.
8. An email will be sent out to notify all teams if cancelled prior to the start time. If the official cancels the game, the following will happen:
 - a. The official will call the game and notify league staff immediately.
 - b. If the game is cancelled during the first set, the game will be rescheduled.
 - c. If the game is cancelled between the first and second set or later, the score will be final.

Part G: Specific Game Rules

1. Rally point is used to score (points can be won by the serving or receiving team)
 - a. The server will call the score before each serve.
 - i. This establishes the score and allows the receiving team to be ready for serve.

2. Points are scored when:
 - a. The opposing team fails to legally return the ball to the netting.
 - b. The opposing team commits a point-loss infraction.
 - c. The opposing team's server has two successive faults.
3. A point is replayed by resuming at the same score, player positions, and serving order.
 - a. A replay is treated as a first serve.
 - i. Except if the disagreement is on the legality of a 2nd serve.
 - b. A rally is replayed if:
 - i. Teams disagree on the legality of a hit or an infraction.
 - ii. A team is hindered by an opponent or outside interference.
4. Team captains will play Rock, Paper, Scissors to determine who selects whether to serve, receive, or select the starting side.
 - a. The winner will pick one of the three options.
 - b. The loser will choose between the remaining two.
5. The team selecting choice of side will pick their position(s) first.
 - a. Their teammate will start to their right.
 - b. The opposing team will then select their positions.
 - c. The serving team will then select the first server.
 - i. When the receiving team gets their first point, they will select their first server. It may be either player.
6. The serving order will remain the same throughout the entire match.
7. If a team wins a point on their serve, they will switch positions with their teammate and the same server will serve again.
 - a. If they win a point on the opponent's serve, they remain in their position and become the serving team.
8. Serving must be done approximately 2-metres (6-feet) from the edge of the net.
 - a. One foot must be on the ground at the point of contact.
 - b. Serves must be struck (cannot be caught, carried, or thrown).
 - c. Short serves are allowed.
 - d. The serve may not be higher than receiver's straight-up fully extended hand.
9. Serving faults include the following:
 - a. The ball is struck within 2-metres (6-feet) of the net on serve.
 - b. The ball is struck when the server is airborne (no feet on ground).
 - c. The ball contacts the rim at any point

- i. Or rolls into the rim and comes back at the server.
 - d. The ball bounces multiple times on the netting.
 - e. The serve is too high (higher than receiver's straight-up fully extended hand).
 - f. The ball misses the net entirely or goes underneath the set.
 - g. The ball is tossed and not hit/contacted (dropped, caught, or miss).
- 10. Only the designated server can field the serve.
- 11. Once a ball is contacted by the server, all players may move from their positions.
- 12. A team is entitled to a maximum of 3 hits before hitting the ball off the netting.
 - a. A player may not hit the ball twice consecutively.
 - b. Once the ball hits the netting, the other team must play the ball even if all 3 hits were not used.
 - c. The ball may hit any part of the body.
 - i. Players may only hit the ball with one hand.
 - d. The ball must be struck, not caught, lifted, or thrown.
- 13. Illegal hits include the following:
 - a. The ball contacts any part of the ground before hitting the netting, or hits the legs or rim directly.
 - b. The ball bounces multiple times on the netting or bounces off the netting and hits the rim or legs before hitting the ground.
 - c. An offensive player hits a ball off the netting which subsequently contacts themselves or their teammate.
 - d. A player contacts the ball while the ball is in contact with the net.

Part H: Penalties, Fouls, and Misconducts

1. No player may contact the netting, rim, or legs at any time.
 - a. This results in a point to the opposing team.
2. No player may hinder an opponent from playing the ball.
 - a. If the hinder was avoidable, it is a point for the opposing team.
 - b. If the hinder was unavoidable the rally is replayed and serving faults are reset.
3. If the ball contacts a defender at any point, the rally will be replayed or a point awarded depending on the circumstances (see above).
4. All infractions and hinders must be called immediately and play should stop.

- a. If teams disagree, the point may be replayed.
- b. If there is a question about the rules, the team captain may call the official to provide an interpretation of the rules.
 - i. The official will not decide but inform the teams of the rules and their options.

Part I: Playoff Rule Changes

1. To win a set, you must win by 2 points.
 - a. There is no cap in any set.

Part J: Tie-Breaking Procedures

1. If teams have the same number of points at the end of the regular season, the following will be used in order to determine the team that is ranked higher in the order they are listed:
 - a. The team having the higher S.O.C. will be ranked higher.
 - b. The team with the fewest defaults and forfeits will be ranked higher.
 - c. The team with the fewest defaults will be ranked higher.
 - d. The team having won the head-to-head match will be ranked higher.
 - e. The team having the best ratio of points for/against will be ranked higher.
 - f. The team having the better point differential will be ranked higher.
 - g. A coin flip will determine the team to be ranked higher
2. If multiple teams are tied, the above criteria will be used until one team is ranked higher OR lower. The process will then reset and continue until all teams have been ranked.

If there are any questions about the above rules, please email League Staff at leagues@uwaterloo.ca and they will be more than happy to explain and clarify any questions.