



UNIVERSITY OF WYOMING

Intramural Sports

Spikeball Rules

Teams:

- Teams will consist of 2 (min) – 3 (max) participants. Only 2 players may be active at a time.
- Substitutions may only be made after a dead ball.

Serving:

- The server must contact the ball at least 6 feet from the net.
- The player across from the server is the only player that can receive the ball. The receiver may stand anywhere relative to the net. The other two players perpendicular to the server and receiver must stand 6 feet away from the net until the ball is served.
- If the serve misses the net, hits the rim, rolls across the net, or double bounces, it is the opposing team's point.
- A fault is called if the serve goes above the outreached arm of the receiver or if it is a "pocket" (see Pockets).
- If there are two faults in a row, the opposing team receives a point.
- If the serving team wins the point, the same player serves the ball again and switches positions with their teammate.
- If the non-serving team wins the point, then they serve next.

Pockets:

- A pocket is when the ball contacts the outer parts of the net near the rim. This will cause the ball to change its trajectory. During a serve, a pocket will count as a fault. During regular gameplay, a pocket is playable.

Gameplay:

- To decide the first serve, teams can either play Rock-Paper-Scissors or play one "rally" point in which the winner of the rally serves first.
- After the serve, the receiving team has a maximum of three hits between each other to bounce the ball off the net. The two players must alternate between hits.
- A hit must be a clean, single impact or a "carry" may be called and a point will be given to the opposing team.
- Players may move anywhere around the net after the ball is served.
- If a team fails to get the ball back onto the net in three hits, the opposing team receives a point.
- If the ball hits the rim, bounces twice, or rolls across the net, a point is awarded to the other team.
- If a defensive player impedes an offensive player's ability to get to the ball, this is a "hinder" and the point is replayed.
- If an offensive player spikes the ball onto the net and it hits themselves or their teammate, the opposing team receives a point.

Officiating:

- Spikeball is self-officiated. If there is a discrepancy about a call, the point should be replayed.

Game Length:

- During Round Robin play, single games will be played to 15 points (win by one).
- During Bracket play, matches will be "best two out of three" with the first two sets being played to 21. The final set, if needed, will be played to 15.
- Bracket play games must be won by a minimum of two points. If teams surpass the game point, the game will continue until one team leads by two.