



## **2020 SpikeBall Official Rules**

### **Facility**

Games will be played on the Turf Field in front of the Student Rec Center

### **Eligibility**

Please reference the Intramural Sports Participant Handbook for player eligibility guidelines.

The Competitive Sports staff assumes responsibility for the investigation of eligibility for all participants

upon request. University ID or SRC membership cards will be required during all intramural activities.

Any individual the Competitive Sports staff deems to be ineligible will not be allowed to participate.

Participants must have an SRC membership and purchase an IM All Access Pass before being permitted

To play any intramural sport activity. Information on applying for an SRC membership card can be found on WVU's website, found here: <https://campusrecreation.wvu.edu/membership> or at the SRC Front Desk. Information on purchasing IM All Access Passes can be found on WVU's website, found here: [www.wvugo.wvu.edu](http://www.wvugo.wvu.edu) or at the SRC Front Desk.

### **Students**

All graduate and undergraduate students enrolled in academic courses are eligible to participate in Intramural Sports activities.

### **Spouses/Affiliates**

Spouses of full-time and part-time students, faculty and staff members are eligible to participate in Intramural Sports activities given that they have obtained an SRC membership card.

Employees who are classified as "Affiliates" with West Virginia University are eligible to participate in Intramural Sports activities given that they have obtained a WVU membership card.

## **Overview**

Roundnet is a team sport played by two teams consisting of two players each. Opposing team members line up across from each other with the Spikeball™ roundnet set in the center. A point begins when the server hits the ball off the net towards the opposing player. After the service, there are no sides or boundaries. The object of the game is to hit the ball off the net in such a way that the opposing team cannot successfully return it.

A team is allowed up to three touches to return the ball onto the net. Once the ball is played off the net, possession switches to the opposing team. The rally continues until a team is unable to legally return the ball. Players may move as they wish during a point, so long as they don't physically impede the opponent's play on the ball.

## **Court Components**

A roundnet court consists of the set, service lines, and designated playing space.

## **Court Setup**

A minimum of 30' x 30' of space will be allotted to each court, however, there are no out of bounds. If needed, the SRA will place a cap on the amount of teams able to register for a tournament so that each court is still able to have 30' x 30' of space.

## **Serving Lines**

When possible, a serving line circle should be drawn 6 feet from the edge of the set or 7.5 feet from the center of the set. Hash marks should be drawn at each of the four starting service positions. When indoors or unable to draw lines, tape may be placed 6 feet from the set's edge or 7.5 feet from the set's center at equal intervals around the set to outline a circle and service positions.

## **To Score a Point**

Roundnet is played using rally scoring; points can be won by the serving or receiving team. A team scores a point when:

The opposing team fails to legally return the ball to the set

The opposing team commits a point-loss infraction.

The opposing team's server has two successive faults.

**Replay - A point is replayed when:**

Teams disagree on the legality of a hit.

Teams disagree on an infraction.

Certain types of hinders occur.

There is outside interference (ie a player, ball, or other object from outside a match impedes on the game).

If a point is replayed after a legal serve is hit, the game resumes at the same score, player positions, and serving order. The server will start on their first serve. If a point is replayed because the teams cannot agree on the legality of the serve, the game resumes at the same score, player positions, and serving order, and fault count.

**Rally**

A rally is a sequence of playing actions between the moment the serve is hit to the moment the ball is out of play.

If the serving team wins a rally, they score a point and continue to serve.

If the receiving team wins a rally, they score a point and must serve next.

**To Win a Game**

A game is won by the team that first scores 21 points.

Games must be won by two points. In the case of a 20-20 tie, play is continued until a 2 point lead is achieved (27-25).

**Hard cap**

If neither team has gained a two point lead, the first team to 25 points will win the game. The hard cap is 25 points.

**To Win a Match**

A match is won when a team wins 2 games of the three possible games that could be played. A third game is played if each team wins 1 of the first 2 games.

**Forfeit**

Game time is forfeit time. A team that is not able or refuses to play when summoned to do so may be subject to a forfeit loss at the intramural staff's discretion.

## **Deciding Serve/Receive**

Winner of one game of rock paper scissors will get the choice of serve/receive or starting positions.

## **Positions**

The four players start in four positions around the set, 90 degrees apart. Teammates are located next to each other. All players must start with their entire body at least 6 feet from the set.

The established positions should be used for the duration of the match. The positions are parallel and perpendicular to the orientation of the field. The positions will be indicated by a hash mark when possible.

The receiver is the player that is positioned 180 degrees across from the server. Once the server is set the receiver may adjust their position and is free to move anywhere without distance restrictions.

Only the designated receiver can field the serve.

The other two players may only move from their positions once the ball is hit by the server.

If the serving team wins the point, the server switches positions with their partner and serves to the other member of the opposing team.

After every 5 points players rotate one position counterclockwise to equalize conditions.

If a non-receiving or non-serving player takes a step before the ball is hit by the server, they lose the point. In the case where both non-receiving and non-serving player move before the ball is hit by the server, the team that moved first will lose the point. If the infractions happen simultaneously the point will be replayed.

## **60-second timeouts**

Teams are allotted one 60-second timeout per game. The time-out may not be called during a point. The time-out may not be called between the 1st and 2nd serve with the exception of an injury time-out. The teams may not leave the court area and should have refreshments or equipment stored near the court before the match.

## **Serving**

The initial serving team decides which player from their team will start as the server. The server will start to the right of their partner. That player continues to serve until the receiving team wins a point.

Once the receiving team wins a point, they get the service possession and the player on the left side will start serving for their team. From there on, service alternates between teammates after each change of service possession. This four person order continues the rest of the game.

Serving Position - If the serving team wins the point, the server switches positions with their partner and serves to the other member of the opposing team.

### **Characteristics of the serve**

All parts of the server's body and the ball must be behind the 6 foot service line when the ball is struck.

Before serving, the server must set their feet.

At least one foot must maintain a single point of contact with the ground until the ball is struck.

The server may take one step in any direction. This action establishes the pivot foot. Once the non-pivot foot touches the ground, that foot must also maintain one point of contact.

The ball must travel at least 4 inches away from the point of release before it is struck. Note: the spirit of this rule is to make sure the receiving team can tell the ball has been released and can see that it has been legally struck. If neither of these aspects are in question then the toss is aligned with the intention of the rule.

Serves must be struck. The ball cannot be caught or thrown.

Serves may be struck with any amount of force; short serves are allowed.

Serves may not pass higher than the palm of a receiver's straight-up extended hand.

There is no limit to the angle at which serves can be hit.

If the server commits a Service Fault the serving team has one more attempt to hit a legal serve.

If the server commits a service fault, either player on the receiving team has until the ball is hit for a second time, there is a change of possession, or immediately after a dead ball to call "fault."

The server is then allocated a second serve. If a second "fault" is called, the receiving team is awarded a point.

### **Service Faults**

The ball's trajectory changes due to proximity to the rim, without contacting the rim (i.e. pocket). Exception: If the ball hits near the server's side of the net, commonly called a near net, it typically bounces low and hard without a change in direction. This is a legal serve.

The ball's initial contact with the set hits the rim or legs directly.

The ball lands completely on the netting and subsequently rolls into the rim and up (i.e. roll-up).

While standing straight up, the ball is higher than the receiver's straight-up extended hand. If a serve hits the palm of a straight-up extended hand it is good. If it hits the fingertips of a straight-up extended hand it is too high.

The ball is released and not struck. Once the ball is released, dropping, catching or swinging at and missing a toss all count as a fault.

### **Hitting the ball**

A hit is any contact with the ball by a player.

A team is entitled to a maximum of 3 hits alternating between players for returning the ball to the set. If more are used, the team commits the infraction of "Four hits" and loses the point.

Consecutive Contacts - A player may not hit the ball twice consecutively.

Simultaneous Contacts - If teammates touch the ball simultaneously it is counted as two hits.

Either teammate may take the next hit provided they have not already used all three hits.

The ball may touch any part of the body.

The ball must be struck, not caught or thrown. A strike means that the ball rebounds from the point of contact on the player.

A throw happens if the ball's direction of travel is changed through prolonged contact. A throw results when a player ends their shot at a different angle than the start of contact. Some examples of this include when a player dives for a ball beyond their reach and throws it backwards versus cleanly striking the ball or when a player is hitting a drop shot and initially contacts the ball at one angle, but through prolonged contact ends at a different angle.

Players may not hit the ball with two hands.

### **Illegal hits on the net**

When the ball is returned to the set, the return results in a loss of point for the hitting team if:

The ball contacts any part of the ground.

The ball's initial contact with the set hits the rim or legs directly.

The ball bounces multiple times on the net or bounces on the net then hits the set on the way down.

The ball has a prolonged roll along the netting.

## **Pocket**

During a rally, any shot that changes the trajectory of the ball due to the ball's proximity to the rim, without contacting the rim (i.e. pocket) is legal. Note, this is not legal on a serve.

## **Roll-up**

During a rally, a hard-struck shot where the ball lands completely on the netting, and subsequently rolls into the rim and then off the net (i.e. roll-up) is legal. Note, this is not legal on a serve.

## **Hinders**

The players whose turn it is to play the ball are entitled to freedom from interference by the opponents.

The order in which players can legally contact the ball determines who has the right of way. A player that can legally contact the ball before another player has the right of way.

The hindered team will get a replay of the point

## **Observers and Their Responsibilities**

**Active calls** - When an observer sees any of the following infractions take place they are obligated to stop play and take the proper course of action:

Foot fault

Encroachment over the service line

Illegal service toss

Illegal net contact

Illegal ball contact - lift, carry, catch, double hit, etc.

Incorrect rotation, serving order, or positioning violations

Incorrect score

Timing violations (time in between games and points, timeouts)

Player misconduct

Players are allowed to make active calls that they feel the observer missed. If the observer disagrees, they will lose the point. This stipulation is in place to encourage spirited and sportsmanlike games. Players can even make active calls against themselves.

**Passive calls** - Passive calls are calls made by players. If players cannot come to an agreement about a call, they can go to the observer for a decision. Once a call goes to the observer, the observer's decision is final. If the observer is unable to make a definitive call, the point will be replayed. NOTE: For all non-active calls, players should always try to settle the matter among themselves before going to the observer. The observer should never add their input on a passive call until the players ask for the observer's perspective.

**Non-calls** - If teams continue play after a possible infraction, they cannot ask for an observer to make a decision.

### **Sportsmanship**

Teams will receive a rating each week, by the officials' discretion, on a scale of 1.0-5.0, that will create an average at the end of the season. They must have an average of a 3.0 or above to be eligible for playoff participation. Sportsmanship ratings are outlined as follows:

5.0 = Superior→Outwardly enthusiastic and courteous to other teams and their players

4.0 = Good→Respectful, pleasant behavior, no warnings

3.0 = Average→Overall acceptable behavior, some issues with individual participants, receive and adhere to verbal warnings, no unsportsmanlike conduct fouls.

2.0 = Poor→Little control over unsportsmanlike behavior, multiple unsportsmanlike conduct fouls, no ejections

1.0 = Unacceptable→No control over unsportsmanlike behavior, one ejection

Further Questions can be directed to [intramural.sports@mail.wvu.edu](mailto:intramural.sports@mail.wvu.edu)