SPIKEBALL RULES
(Updated 6/15)

Rule 1: Facility
1) All games will be played at the Hawkeye Recreation Fields. Alcohol and tobacco are not permitted inside the complex or in the parking lot.

Rule 2: Player Eligibility
1) All Intramural Sports eligibility rules apply. Please check the Intramural Sports Rules and Regulations carefully.
2) All players must check-in with their University or valid state-issued IDs with the supervisor prior to the start of each match.

Rule 3: Team Composition
1) Two players must be present to start a match. Teams are restricted to a maximum of two players.
2) Each male participant can participate on only one Men’s League team.
3) Each female participant may participate on a Women’s League team or a Men’s League team.

Rule 4: Ground Rules
1) Matches will be self-officiated. All participants are expected to know the rules of the sport.
2) The winning team of a pre-match volley will serve first in the first set and will decide on which side it would like to start. At the conclusion of the first set, the team which did not serve first in set one will serve first in set two and will decide on which side it would like to start.
3) Sets one and two shall be played to 21 points, rally scoring, with a cap at 25 points. Set three shall be played to 15 points, with a cap at 20. Sets must be won by 2 points, unless the set reaches its cap (Example: a team could win by the score of 25-24). Match format will be best 2-out-of-3 sets. Before the beginning of the third set, the teams will have another volley for the choice of team service and initial playing area. If a match enters a third set the teams will trade playing sides after one team scores 8 points. The serving will continue by the player who served prior to the change.
4) The Serve: Standing at least 5 feet from the net, Team One serves by tossing the ball in the air and spiking it down on the net towards Team Two.
5) Game Play: In returning the serve, Team Two has up to 3 hits between the two players before they have to spike it back on the net. It is then Team One’s turn to play the ball. This continues as a volley until one team cannot return the ball.
6) Sides: Each team must start the point on its designated side. However, once the ball is in play, there are no longer ‘sides’. Players can run anywhere they want.
7) Hinder: The opposing team must always put forth an honest effort to get out of the way of the hitting team. If someone is in the way unintentionally, it’s called a ‘hinder’ and the
point shall be replayed. If the hinder is intentional, the team that hindered shall lose a
point.
8) Rimmer: If a shot hits the rim of the net, it’s called a ‘Rimmer’ and the other team gets a
point.
9) Pocket: If a shot hits a ‘pocket’ (a shot that sort of hits the rim and hits the net), the point
shall continue. If there is a disagreement as to whether it was a ‘Rimmer’ or a ‘Pocket’, the
point shall be replayed.
10) Any player may contact the ball with any body part, above or below the waist.
11) Players are not permitted to scoop, hold, or throw the ball. The ball must not visibly come
to rest on the player’s hands, fingers, or any other part of the body.
12) A player shall not make successive contacts of the ball.

Rule 5: Game Time and Forfeits
1) All matches will start at their designated times. There is a 10-minute grace period until
forfeit is declared. Intramural Supervisors will declare a contest a forfeit and have the
discretion to amend the 10-minute forfeit time rule in the event of unforeseen
circumstances.

Rainout Hotline Information
1) On days that it is raining, you can call the Recreational Services Rainout Hotline to see if
games have been postponed.
   a. Call (319) 353-3000
   b. Press “2”
   c. Listen for field information – hotline is updated by 3:00 PM on weekdays