SPIKEBALL RULES
(Updated 12/15)

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 6 feet from the net, Team One serves by tossing the ball in the air and spiking it down on the net towards Team Two. The Team Two player receiving the serve can stand anywhere on his/her side of the net. The Team Two player not receiving the serve must be at least 6 feet away from the net.
   a. Serves must be below the receiver’s raised hand. If the ball can be caught by the receiver, it has to be played. If the ball is too high, the receiver must call “let” before their teammate touches the ball. The serving team has one more try to serve. If the serving team cannot hit a legal serve on the second try, they lose the point. If the receiver does not call “let”, continue play.
b. The ball must come cleanly off the net on a serve. If the ball takes an unpredictable bounce (commonly known as "pocket"), the receiver must call “let” before their teammate touches the ball. The serving team has one more try to give a clean serve. If the serving team cannot hit a legal serve on the second try, they lose the point. If the receiver does not call “let”, continue play.

c. After a server wins the point, they change positions with their teammate so they are directly across from the other member of the receiving team.

d. The four players serve in the same sequence throughout the match, changing the server each time a rally is won by the receiving team.

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 at any time (including on a serve), 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