

Campus Recreation

Intramural Sports

Spikeball Rules



THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

THE GAME WILL BE PLAYED ACCORDING TO THE AMERICAN CORNHOLE ORGANIZATION RULES WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS:

OPEN, COED, AND WOMEN'S TEAMS

STARTING THE GAME

1. **START TIME:** Teams are to be at the field and signed in before the official game time. If any team is not at the field and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring a current valid Photo I.D. to the playing area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with an Intramural Supervisor before entering the game
3. **IM SPORTS PASS:** All participants must have purchased a valid Intramural Sports Pass in order to be eligible to participate.
4. **SCORING:** Teams will keep score themselves. Disputes in scoring will be facilitated by the Intramural Sports Supervisor.
5. **BURDICK HALL RULES:** All Burdick Hall rules will be followed during spikeball contests.
6. **TEAMS:** Two (2) players constitute a team. A team may start with no fewer than two (2) players.
7. **GAME EQUIPMENT:** Towson University Intramural Sports will provide spikeball equipment.
8. **UNIFORMS:** Teams that are designated as 'Home' on the IMLeagues schedule will be required to wear white or a matching light team color. Teams that are designated as 'Away' on the IMLeagues schedule will be required to wear black or matching dark team color. Teams who do not comply with the color policies are subject to a reduced sportsmanship rating.
9. **JEWELRY/ACCESSORIES:** No jewelry or accessories may be worn. Earrings may NOT be covered with band aids or tape. A player suspected of covering an earring with tape will NOT

be permitted to participate. *Clarification: Medical alert medals are not considered jewelry; they must be taped down with the medical information visible.*

SET UP

1. COIN TOSS: Winner of rock, paper, scissors gets to pick side or serve.
2. POSITIONS: Opposing players line up across from each other. Before the ball is served any players not receiving the serve must be 6 feet from the net. The returner can stand at whatever distance they choose. Once the ball is served players can move anywhere they want.
3. POSSESSION: Possession changes when the ball contacts the net.
4. NUMBER OF HITS: Each team has up to 3 hits per possession, but they do not need to use all 3 hits.

PLAYING THE GAME

5. GAME LENGTH: Games will consist of 3 sets. Teams will need to win 2 sets to win the game. The first two sets will be played to 21 points. The winning team must win by two (2) points. The cap will be at 25 points. If a third set is needed, it will be played to 15 points. The winning team must win by two (2) points. The cap will be at 17 points.
6. SCORING: Rally scoring (both the serving team and non-serving team can win a point) will be used. Points are scored when:
 - a. The ball is not hit back into the net within three hits
 - b. The ball hits the ground
 - c. The ball hits the "rim"
 - d. The ball does not bounce off the net in a single bounce
 - e. There is an illegal serve or other infraction.

SERVING

7. The receiving team sets their position first. Server stands directly across from the receiving player. Only the designated receiver can field the serve.
8. The ball must be tossed up from the server's hand before it is hit. It cannot be hit out of the server's hand. If the server does not like the toss, they need to let the ball drop to the ground. They will have one more opportunity to toss and serve the ball.
9. Server's feet must be behind the service line (at least 6 feet away from the net) when the ball is hit. They can lean over the service line, but their feet may not cross the service line until after the ball is hit.

10. The server is allowed to take a pivot step or approach steps, but is not allowed to move laterally beyond a pivot.
11. Serves can be as hard or as soft as the server likes, and drop shots are allowed.
12. 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.
13. 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.
14. If the ball takes an unpredicted bounce, and lands back on the net or the rim, it's the other team's point and a change of possession.
15. If the ball contacts the rim **at any time**, it is a point for the other team and a change of possession.
16. 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.
17. The four players serve in the same sequence throughout the match, changing the server each time a rally is won by the receiving team.

CONTACTING THE BALL

18. Hits must alternate between teammates.
19. The ball must be hit, not be caught, lifted, or thrown. You cannot hit the ball with two hands (this includes putting both hands together while contacting the ball with your hands).
20. You can use any part of your body to hit the ball and it counts as your hit. (You cannot contact the ball twice in a row regardless of what part of your body it touches)
21. If the ball hits any part of the ground or rim it is no good. There are only "lets" on the serve. After the serve, if the ball does not hit the rim, play it regardless of how it bounces.
22. If teams cannot determine if the ball hit the rim, replay the point, no questions asked.
23. Once the ball hits the net, it must bounce off in a single bounce. It must clear the rim in order to be good.

INFRACTIONS

24. Defensive players must make an effort to get out of the offensive team's way. If a member of the defensive team is in the way of a play on the ball, the player being blocked must call "hinder" and replay the point. The offensive team must have a legitimate play on the ball to call "hinder."
25. If the defensive team gets hit with the ball, call "hinder" and replay the point. The offensive team must have a legitimate play on the pass to call "hinder."
26. If a defensive player attempts to play a ball when it is not their turn, they lose the point.
27. If a player hits a shot off the net then the ball hits their teammate, they lose the point. If a player hits a shot off the net then the ball hits himself/herself, they lose the point.
28. If any player makes contact with the Spikeball set that moves the set or affects the trajectory of the ball, they lose the point. If the contact with the Spikeball set does not move the set or affect the trajectory of the ball, play on.

SPORTSMANSHIP

10. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials (the captain is the only player permitted to talk with the officials) by any coach, manager or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
11. UNSPORTSMANLIKE CONDUCT FOUL LIMIT: If two (2) players from the same team are ejected from a game, that game will be ended and that team will receive a loss and a 0 sportsmanship rating, regardless of the score and the time remaining.
12. BENCH CONDUCT: All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Hall rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
13. DRUG, ALCOHOL & TOBACCO POLICY: Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products in Burdick Hall. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.
14. INTRAMURAL SPORTS POLICIES: Team captains are responsible for making sure that all members of their teams are aware of all Intramural Sports policies and rules. Captains are responsible for their teams' sportsmanship, and may be held accountable for the actions of individuals on their team.

CO-ED TEAMS

All of the above rules apply with the following exceptions:

15. TEAMS: Two (2) players constitute a team. The male/female ratio must be 1:1.