IM SPIKEBALL RULES 2022

*All intramural (IM) participants are expected to review the Intramural Participant Handbook. The handbook is located at [http://www.ship.edu/Recreation/Intramural_Sports/](http://www.ship.edu/Recreation/Intramural_Sports/) on IMLeagues.com and www.ship.edu/recreation.

SCHEDULE INFORMATION:

- Game and officiating schedules will be recorded daily on IMLeagues.com. All IM softball participants are expected to check with IMLeagues.com daily to confirm league schedules. *In cases of inclement weather, decisions to postpone games will be made one hour before scheduled contest(s) when possible.*
- All games will be played in ShipRec arena or SRC sand courts pending weather.
- All games will be played with a forty-five-minute time limit.

GAME CHECK-IN:

- Each player is required to present physical SUID to intramural staff upon arrival to the field. Any individual failing to present physical SUID, who participates in a contest, will subject the parent team to forfeiture.
- Any individual failing to present a requested physical SUID, or violating ShipRec access policies, who participates in a contest, will subject the parent team to forfeiture of the contest and associated penalties.

ROSTERS:

- Rosters must be submitted through IMLeagues.com during the registration window. The registration window for 2022 Spikeball is Monday, August 22nd at 8:00am through Wednesday, October 26th at 8:00am.
- Any additions or drops after the registration window will be done by the intramural GA. Captains must email the intramural GA at rec@ship.edu with their team name, the individuals name, SUID, ship email, and phone number.
- Shall contain a minimum of 3 players but no more than 5.
- The league is co-ed. However, teams are not required to be co-ed.
- Roster changes are prohibited following the completion of 50% of the regular season. The department of recreation will notify captains with a specific deadline once it has been established.

EQUIPMENT:

- Intramural issued Spikeball net and ball.
- All participants will be expected to wear department issued pinnies for purpose of tracking penalties and participation.

GAME RULES:

- All players except the receiver must begin the point at least six feet from the net.
  - The receiver may stand at any desired distance.
- Once the server strikes the ball, players may move anywhere they choose.
- Possession changes when the ball contacts the net.
- Each team has up to three touches per possession.
- Determine a serving order which will alternate players from the two teams.
- Scoring
  - Points can be won by either the serving or receiving team.
  - Games will be played to 21.
  - A rally ends and a point is awarded when
    - The ball contacts the ground or otherwise is not returned onto the net within three touches.
    - The ball is hit directly into the rim at any time.
    - The ball bounces and falls back onto the net or rim.
    - The ball clearly rolls across the net.
- Serving
  - A gentleman’s serve will be used—meaning if the serve is deemed unreceivable the serving team will give up possession of the serve and the receiving team will earn a point.
If the receiving team wins the point, the next designated player serves according to the initial sequence. Otherwise, the server switches places with his/her partner and serves to the other receiving team member.

The receiving team sets their position first. The server stands directly across the net from the designated receiver—the only player allowed to field the serve.

If a server serves two faults in a row, the receiving team wins the point. Violation of ANY of the following rules will be considered a fault.

- The server must toss the ball upwards at least four inches before contact.
- If the server tosses the ball, he/she must hit it. Dropping, catching, or swinging and missing a toss all count as a fault.

- **Rallies**
  - Touches must alternate between teammates. Consecutive touches by one player result in a loss of a point.
  - The ball must be contacted cleanly, not caught, lifted, or thrown. Players may not hit the ball with two hands, even if placed together “volleyball style”.
  - Players may use any individual part of their body to hit the ball.
  - Any unusual bounce (i.e. pocket) that does not contact the rim is legal and playable.
  - A shot which lands on the net, rolls into the rim and then off the net (i.e. roll-up) is played as a pocket, not a direct rim hit.

- **Infractions**
  - Defending players must try not to impede the offending team’s possession or play on the ball. If it is determined that this is the case, it will force a replay of that point.

**OFFICIATING:**

- Teams are responsible for providing officials per the officiating schedule. Any failure to officiate and or sign in the respected officiating slot on the score sheet will result in a violation.
- Officials must be actively and effectively officiating. Any official using an electronic device while officiating will receive an officiation violation for their parent team.
- No student should officiate any game in which his or her parent team is participating.

**FORFEITS:**

- A forfeit will be given to any team unable to provide the minimum number of players (2) at scheduled game time. A game may not extend into the time period of the next scheduled game.
- Forfeits will also result in a violation. Team violations are used to determine a team’s continuation in the league, including eligibility for post-season competition.

**SPORTSMANSHIP:**

- If a player shows unsportsmanlike conduct, one warning will be made to the player and his or her parent organization. If the player continues their unsportsmanlike conduct, he or she will be ejected from the game, and the Director of Intramurals may permanently expel the player from that sport.
- If a spectator shows unsportsmanlike conduct, the official will issue one warning. If the unsportsmanlike conduct continues, the IM staff may stop the game until the person leaves the area. If the ejected spectator is a member of any team participating in intramurals, the parent organization may be assessed a forfeit.

**STUDENT CODE OF CONDUCT:**

- Please refer to the Student Code of Conduct Overview for pertinent information.