

Campus Recreation

University of South Carolina Student Life

Intramural Spikeball

Please refer to the Participants' Manual for a complete list of all Intramural Sport guidelines & procedures

http://sc.edu/about/offices_and_divisions/campus_recreation/documents/intramural/intramural_sports_handbook_20172018.pdf

Changes from previous season have been highlighted in yellow

A. General IM Procedures

- A. Teams should arrive 15 minutes before the game to check-in with the supervisor. All participants must display a valid Carolina Card before each game in order to play. **No ID – No Play – No Exceptions!**
- B. Teams are expected to begin the game at the schedule time. **Game time is forfeit time!**
 - i. Forfeits: If your team does not have the minimum amount needed to start your game at game time, you will receive a forfeit. **You then have 3 business days to come into the IM office and pay a \$15 forfeit fee. If this fee is not paid by 5pm on the designated date, the team's captain and co-captain will be suspended on IMLeagues until the forfeit fee is payed.** You will also receive a 1.0 sportsmanship rating for that game
 - ii. Defaults: If you notify the IM office by 3p on the day of your game (*by 12pm on Sunday for Sunday games) your team will receive a default (instead of a forfeit). You will not need to pay the \$15 re-entry fee and you will receive a 3.0 sportsmanship rating (instead of a 1.0)
 - iii. The USC Intramural Sports Office can be reached:
 1. By email at intramurals@sc.edu
 2. By phone at 803.576.9387
 3. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D
- C. To receive the latest USC Intramural Sports schedules, scores, and updates be sure to download the IMLeagues app directly to your phone.
- D. **Sportsmanship**: Each team will be given a sportsmanship rating 0-4, in accordance with the Participant's Manual, from the officiating crew/on-site supervisor following the game. If a player is ejected, their team may play down a person for the remainder of the game.
- E. **Protest**: The only 2 things that can be protested are rule interpretation & player eligibility.
 - i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next serve.
 - ii. Player eligibility protests can be made before, during, or after the game to any supervisor or professional staff member.

- F. Equipment: All Spikeball equipment will be provided to players playing in the league.

B. Location

- A. Strom WFC Sand Volleyball courts.

C. Players

- A. All teams must register for the intramural Spikeball tournament in the USC Intramural Sports Office
- B. All participants must register for their team on www.imleagues.com
- C. Teams compete with two players at a time.

D. The Game

- A. Rock-Paper-Scissors shall determine which team will serve first.
- B. Opposing teams line up across from each other with the net in the center.
- C. The ball is put in play with a serve- A hit by the server from behind the service boundary line.
 - i. 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.
- D. Once the ball is served players are allowed to move anywhere they want.
- E. The object is to hit the ball in to the net so that the opposing team cannot return it.
- F. A team is allowed up to three touches to return the ball, the rally will continue until the ball is not returned properly.
- G. There are no timeouts.

E. Scoring

- A. Rally scoring (points can be won by the serving or receiving team)
- B. Games are played to 21. You must win by two.
- C. Switch serving sides once any team has reached 11 points.
- D. Points are scored when:
 - i. The ball isn't hit back into the net within 3 hits.
 - ii. The ball hits the ground.
 - iii. The ball hits the rim (during a serve- rim shots don't count as a "let")
 - iv. The ball does not bounce off the net in a single bounce.
 - v. There is an illegal serve or other infraction.

F. Serving

- A. The receiving team sets their position first. Server will stand directly across from the receiving player. Only the designated receiver can field the serve.
- B. The ball must be tossed up from the servers hand before it is hit. The ball cannot be hit out of the server's hand. If the server does not like the toss, they must let the ball drop to the ground. They will then have one more opportunity to toss and serve the ball.
- C. Servers feet must be behind the service line (at least 6 feet from the net) when the ball is hit. The server may lean over the service line, but their feet may not cross the service line until the ball is hit.
 - i. If a server's foot touches or crosses the service line before the ball is hit, the serve is a fault. The serving team has one more try to serve. If the line infraction happens on the second fault, the serving team loses the point, and the other team serves.
- D. The ball must come cleanly off the net on a serve. If the ball takes an unpredictable bounce, the receiver must call "let" before their teammate touches the ball. If the receiver does not call "let" then play continues.

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

G. Contacting the ball

- A. Hits must alternate between teammates.
- B. The ball must be hit, not caught, lifted, or thrown. You cannot hit the ball with two hands.
- C. You can use any part of your body to hit the ball and it counts as your hit.
- D. If the ball hits any part of the ground or rim it is no good.
- E. If teams cannot determine if the ball hit the rim, replay the point.
- F. Once the ball has hit the net, it must bounce off in a single bounce. It must clear the rim in order to be good.

H. Infractions

- A. Defensive players must make an effort to get out of the way of 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."
- B. If a defensive player attempts to play a ball when it is not their turn, they lose the point.
- C. 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.
- D. 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.