League Days/Times- Tuesday (9-11pm)

SpikeBall Rules

Playing Format:

3.1. To Score a Point - Roundnet is played using rally scoring; points can be won by the serving or receiving team. A team scores a point when:

3.1.1. The opposing team fails to legally return the ball to the set.
3.1.2. The opposing team commits a point-loss infraction.
3.1.3. The opposing team’s server has two successive faults.

3.2. Replay - A point is replayed when:

3.2.1. Teams disagree on the legality of a hit.
3.2.2. Teams disagree on an infraction.
3.2.3. Certain types of hinders occur, see Chapter 6 for details.
3.2.4. There is outside interference (ie a player, ball, or other object from outside a match impedes on the game).
3.2.5. If a point is replayed after a legal serve is hit, the game resumes at the same score, player positions, and serving order. The server will start on their first serve. If a point is replayed because the teams cannot agree on the legality of the serve, the game resumes at the same score, player positions, and serving order, and fault count.

3.3. Rally - A rally is a sequence of playing actions between the moment the serve is hit to the moment the ball is out of play.

3.3.1 If the serving team wins a rally, they score a point and continue to serve.
3.3.2 If the receiving team wins a rally, they score a point and must serve next.

3.4. To Win a Game - A game is won by the team that first scores 21 pts (Must win by 2).

3.5. To Win a Match - A match is won when a team wins 2 games.

3.8. Positions

3.8.1. The four players start set up in four positions around the set, 90 degrees apart. Teammates are located next to each other. All players must start with their entire body at least 6 feet from the set.
3.8.2. The established positions should be used for the duration of the match. Typically the positions are parallel and perpendicular to the orientation of the field. The positions will be indicated by a hash mark when possible.
3.8.3. At the start of a game, the serving team sets their positions first. The player set up on the right side is the one that will begin serving. Once the serving team is set, the receiving team positions their players.
3.8.4. The receiver is the player that is positioned 180 degrees across from the server. Once the server is set the receiver may adjust their position and is free to move anywhere without distance restrictions.
3.8.5. Only the designated receiver can field the serve.
3.8.6. The other two players may only move from their positions once the ball is hit by the server.
3.8.7. If the serving team wins the point, the server switches positions with their partner and serves to the other member of the opposing team.
3.8.8. After every 5 points players rotate one position counterclockwise to equalize conditions.
3.8.9. If a non-receiving or non-serving player takes a step before the ball is hit by the server, they lose the point. In the case where both non-receiving and non-serving player move before the ball is hit by the server, the team that moved first will lose the point. If the infractions happen simultaneously the point will be replayed.

Hitting the Ball:
5.1. In Play - The ball is in play from the moment the server strikes it until one of the following occur:

5.1.1. A serving fault occurs and/or is called by the receiving team or an observer.
5.1.2. An infraction occurs and/or is called by any team or an observer.

5.2. Hitting the ball

5.2.1. A hit is any contact with the ball by a player.
5.2.2. A team is entitled to a maximum of 3 hits alternating between players for returning the ball to the set. If more are used, the team commits the infraction of “Four hits” and loses the point.
5.2.3. Consecutive Contacts - A player may not hit the ball twice consecutively. Exception see rule 5.3.5.
5.2.4 Simultaneous Contacts - If teammates touch the ball simultaneously it is counted as two hits. Either teammate may take the next hit provided they have not already used all three hits.

5.3. Characteristics of the hit

5.3.1. The ball may touch any part of the body.
5.3.2. The ball must be struck, not caught or thrown. A strike means that the ball rebounds from the point of contact on the player.

5.3.2.1. A catch happens if the ball comes to a rest on any part of the player. Thus, the ball must not rest in the player's hand (e.g. while setting) or elsewhere on their body.
5.3.2.2. A throw happens if the ball's direction of travel is changed through prolonged contact. A throw results when a player ends their shot at a different angle than the start of contact. Some examples of this include when a player dives for a ball beyond their reach and throws it backwards versus cleanly striking the ball or when a player is hitting a drop shot and initially contacts the ball at one angle, but through prolonged contact ends at a different angle.

5.3.3. Players may not hit the ball with two hands. Exception see rules 5.3.4 and 5.3.5.
5.3.4. At the first hit of the team on a possession, the ball may touch various parts of the body, provided that the contacts take place simultaneously.
5.3.5. At the first hit of the team on a possession, the ball may contact various parts of the body consecutively, provided that the contacts occur during one action. However, player may not have consecutive touches on the same hand (i.e. palms to fingers). This is intended to reduce carries.

5.4. Infractions in Playing the Ball

5.4.1. Four hits - A team hits the ball more than three times before returning it to the set.
5.4.2. Non-strike - The ball is caught or thrown.
5.4.3. Two-handed hit – A player hits the ball with both hands simultaneously. Exception see rule 5.3.4.
5.4.4. Double-contact - A player hits the ball twice in succession or the ball contacts various parts of his/her body in succession. Exception see rule 5.3.5.

5.5. Hits on the net

5.5.1. Illegal hits on the net - When the ball is returned to the set, the return results in a loss of point for the hitting team if:

5.5.1.1. The ball contacts any part of the ground.
5.5.1.2. The ball’s initial contact with the set hits the rim or legs directly.
5.5.1.3. The ball bounces multiple times on the net or bounces on the net then hits the set on the way down.
5.5.1.4. The ball has a prolonged roll along the netting.

5.5.2 Pocket - During a rally, any shot that changes the trajectory of the ball due to the ball’s proximity to the rim, without contacting the rim (i.e. pocket) is legal. Note, this is not legal on a serve.
5.5.3 Roll-up - During a rally, a hard-struck shot where the ball lands completely on the netting, and subsequently rolls into the rim and then off the net (i.e. roll-up) is legal. Note, this is not legal on a serve.

5.5.4. Change of Possession

5.5.4.1. Possession changes once the ball comes off of the netting. Neither team may contact the ball while it is in contact with the net.
5.5.5. Other hitting violations. All result in loss of point.

5.5.5.1. A defensive player attempts to play the ball out of turn.
5.5.5.2. An offensive player hits a shot off the net which subsequently hits themselves or their teammate.
5.5.5.3. A player is in contact with the ball while the ball is in contact with the net.

5.6. Contact with the Set - Any contact with the set by a player (rims, legs, or netting) during a rally results in a “Set Contact” infraction for the offending player and is a loss of point for that team.