**Spikeball**

**Participation:** All participants must have a valid Phoenix Card and be eligible for participation as listed in the Elon University Intramural Sports Participant Guide.

Unless otherwise noted below, all official Spikeball Rules will be used.

1. **Game and Equipment**
   
   1.1. This sport will be a single elimination tournament.
   1.2. A match will be determined on a best 2 out of 3 game basis.
   1.3. Games 1 and 2 will be played to 21 points, Game 3 will be played to 15 points.
      
      1.3.1. A two point advantage is NOT necessary to win a game.
   1.4. Rally scoring is used for each game.
   1.4.1. A point is scored on each serve
   1.5. All equipment will be provided by Campus Recreation.
      
      1.5.1. If a person would like to use different equipment, it must be agreed upon by both individuals.

2. **Play**

   2.1. Teams start out on opposite sides of the trampoline. Once ball is in play, they can move freely around it.
   2.2. A server shall hit the ball with one hand. The ball must touch the net, before the other team can make a play. The server is allowed two tries to get the ball into play. Failure to get the ball in play will result in a point for the other team and loss of service.
   2.3. A server shall continue to serve until their team commits a fault. When it is that team’s serve again, the other team member will take a turn serving. If the receiving team wins the rally then they gain the serve.
   2.4. A team gets three hits to return the ball. Returning the ball means that the ball hits the net of the Spikeball net, and is playable by the receiving team.
   2.5. Faults or side outs:
      
      2.5.1. Serves illegally or out of rotation.
      2.5.2. Fails to return the ball legally.
      2.5.3. Catches the ball.
      2.5.4. The other team “hinders” them from making a play. (Hinder= blocking the opponent or setting a pick)
      2.5.5. Strikes the ball more than once in succession.
      2.5.6. Performs four hits on their side as a team.
      2.5.7. Fails to get the ball outside of the cylinder of the net.
      2.5.8. Player carries (palms) the ball.
   2.6. If the ball bounces off the rim, and goes in an awkward direction a team can call “rimmer”. This will result in a point and service for the opposing team.
   2.7. If the ball bounces off the rim and net simultaneously, and goes in an awkward direction a team can call “pocket”. This will result in a re-do of the point and service will remain the same.
3. **Sportsmanship**

3.1. All participants are expected to conduct themselves in a respectful manner towards fellow participants and intramural staff.

3.2. Under no circumstances can any individual consume alcohol or drugs, or be under the influence of alcohol or drugs at any time while they are participating in this league.

3.2.1. Participants who are under the influence of alcohol/drugs or consume alcohol/drugs will be removed from the league and may face sanctions from Campus Recreation and/or the Office of Student Conduct.

4. **Additional Policies**

4.1. In the event of a conflict or controversy concerning the rules, game management, or participant conduct, a final judgment and interpretation will be made by the onsite supervisors.

4.2. All decisions made by the intramural supervisors are final.