

Department of Recreational Sports | Intramural Sports

2v2 Spikeball Information Sheet

Rules of the Game

1. The Game
 - a. Games are played with two teams of two players.
 - b. Matches will be best 2 out of 3 games.
 - c. Games are played to 15.
 - d. Only one Sport Club or Registered Student Organization team member may be on a team roster in their sport or allied sport.
2. Equipment and Location
 - a. Players must use personal equipment or borrow a set from the Intramural Sports Office at no charge.
 - b. Games may be played at any agreed upon location by both teams.
3. During Play
 - a. Every time the ball touches the net, the possession is changed.
 - b. Each team gets three (3) touches per possession.
 - c. During a possession, the same player may not touch the ball two consecutive times.
 - d. Following the serve, players are not confined to a certain side and may move anywhere around the net.
 - e. Players may not use two hands to hit the ball.
 - f. The ball cannot be thrown, lifted, or caught.
 - g. Any body part can be used to hit the ball.
4. Serving
 - a. The team that wins the point will then serve for the next point.
 - i. Serving alternates between teammates after the serve is lost.
 - ii. If the serving team wins the point, the same player continues to serve until they lose a point. The next time that team is serving, the other teammate then serves.
 - b. The server must stand at least three (3) feet from the net when serving.
 - c. The server cannot put any spin on the serve.
 - i. *Note: This restriction can be changed by the players if they agree upon prior to the game.*
 - d. The server must serve to the player directly across from their serving position.
 - e. The server must toss the ball and then hit it into the net.
 - i. The ball may not be thrown or dropped into the net.
 - f. If the players wish, they can agree prior to the game to play with faults, so that each server gets two attempts to correctly serve the ball.
5. Scoring
 - a. The game uses rally scoring so points can be scored by both the serving team and the non-serving team.
 - b. A point is awarded when the opposing team fails to change the possession by spiking the ball into the net using three (3) touches or less without letting the ball touch the ground.
6. Net Infractions
 - a. If the ball bounces twice on the net or once on the net and then once on the rim, it does not count as a change of possession, and a point will be awarded to the opposing team.
 - i. This also applies when the ball rolls across the net.
 - b. If the ball bounces off the rim, this does not count as a change of possession, and a point will be awarded to the opposing team.
 - c. If the ball is spiked into the net and hits the pocket region in front of the rim so that it blatantly changes direction, the point shall immediately stop and be replayed.
 - i. This is called a "tweener" and it can often be hard to judge. So, players must agree whether the point should count or be replayed. No point is awarded for a tweener, and the point will start with the person who originally served the point.
 - ii. If desired, the players can agree prior to the game to play with tweeners, and not replay them.
7. Other Infractions
 - a. If a player from the opposing team blatantly prevents someone from playing the ball, the point can be replayed. If the contact is unintentional or the ball was unplayable, there is no need to replay the point.

This is another instance in which the players must agree to a judgment call.