



SPIKEBALL TOURNAMENT RULES

Participants must present a physical copy of their UGA ID card, a picture of their UGA ID card (front and back), or their Digital Student Profile from Athena before every game... NO EXCEPTIONS!

A. COURT AND EQUIPMENT

- a. Equipment will be provided by the University of Georgia's Competitive Sports Program
- b. Serving Lines - When possible, a serving line circle should be drawn 2.6 meters (8.5 feet) from the center of the set. The distance from the edge of the set to the service line should be 2.13 meters (7 feet). Marks should be drawn at each of the four starting service positions. When indoors or unable to draw lines, tape may be placed at equal intervals around the set to outline a circle and service positions.

B. PLAYER SAFETY

- a. The following items are not permitted to be worn at any time while participating in IM sports:
 - i. Jewelry – Including but not limited to earrings, rings, bracelets (any material), necklaces, rubber-bands, watches, etc.
 - ii. Players may NOT tape over jewelry.
 - iii. Hats and objects with knots may not be worn.

C. START OF PLAY

- a. Before starting the game, the participants will play one round of rock, paper, or scissors to determine side or serve.
- b. Opposing players line up across from each other.
- c. 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. Each team has up to 3 hits per possession, but they do not need to use all 3 hits.

D. SCORING

- a. Rally scoring will be followed – a point will be recorded on every serve.
- b. A game shall consist of 21 points, win by two.
- c. Switch sides when one team reaches 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 (including clips) (Even during a serve—rim shots do not count as a "let")
 - iv. The ball does not bounce off the net in a single bounce. (It must clear the rim in order to be good)
 - v. There is an illegal serve or other infraction

E. SERVES

- a. The receiving team sets their position first. Server stands directly across from the receiving player. Only the designated receiver can field the serve.
- b. The ball must be tossed up from the server's hand before it is hit. It cannot be hit out of the server's hand. If the server does not like the toss, they need to let the ball drop to the

ground. They will have one more opportunity to toss and serve the ball. Serves must be below the receiver's raised hand. If the ball can be caught by the receiver, it has to be played.

- c. If the ball is too high, the receiver must call "let" before their teammate touches the ball. The serving team has one more try to serve. If the serving team cannot hit a legal serve on the second try, they lose the point. If the receiver does not call "let", continue play.
- d. The ball must come cleanly off the net on a serve. If the ball takes an unpredictable bounce (commonly known as "pocket"), the receiver must call "let" before their teammate touches the ball. The serving team has one more try to give a clean serve. If the serving team cannot hit a legal serve on the second try, they lose the point. If the receiver does not call "let", continue play.
- e. If the ball takes an unpredicted bounce, and lands back on the net or the rim, it's the other teams point and a change of possession.
- f. If the ball contacts the rim at any time, it is a point for the other team and a change of possession.

F. GENERAL PLAY

- a. The ball must be hit, not be caught, lifted, or thrown. You cannot hit the ball with two hands (this includes putting both hands together while contacting the ball with your hands).
- b. You can use any part of your body to hit the ball and it counts as your hit. (You cannot contact the ball twice in a row regardless of what part of your body it touches)
- c. If the ball hits any part of the ground or rim it is no good. There are only "lets" on the serve. After the serve, if the ball does not hit the rim, play it regardless of how it bounces.

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