



Spikeball Rules

Teams

- Game play: 2 players
- Co-Rec League: Minimum of 1 female must on the team
 - (Players can only participate on one team per league)
- Players name must appear on original the roster in order to be eligible for a team
- All players must be Baker students, faculty, or staff.
- Proper shoes must be worn.
- Liability waiver must be signed.

Equipment

- A Spikeball™ Pro set and ball are to be used for game play.
- A Spikeball™ Pro Set consists of 5 rims, 5 legs, and a net. The set has a diameter of 3 feet and a height of 8 inches.
- The tension on the net should be consistent throughout. A ball dropped from 5 feet above the net should bounce up approximately 1 foot.
- The ball should be inflated to 12 inches in circumference.

The Court

- Games will take place on the racquetball court in Collins Gym..
- A minimum of 25'x 25 is recommended for each court, however, there are no out of bounds.
- However, if the ball hits the wall it's still playable; if it is not playable then the set will be replayed.
- Since games will be played inside, tape will be placed 6 feet from the set's edge or 7.5 feet from the set's center at equal intervals around the set to outline a circle.

The Game

- The server must stand 6 feet back from the Spikeball set.
- Only the returning player opposite the server can return the serve, his/her partner cannot.
- If you outright miss the net, hit the rim, or the Spikeball bounces twice on the set, you lose the point and the other team serves.
- If you are serving and you win the point, you and your partner switch positions. The defense stays in the same place until said team returns to offense.
- You get up to 3 hits to get it back off the net.

- Each “on” or spike must get off the net in one bounce or the serving team loses the point.
- A team may call a hinder if the defense is impeding their ability to reach the ball. If a hinder is called, the last team to serve will serve again.
- If at any time a disagreement over a call occurs, the last team to serve will serve again.
- A game is won by the team that first scores the designated number of points (15 points)
- Games must be won by two points unless otherwise specified. In the case of a 14-14 tie play is continued until a 2 point lead is achieved (17-15).
- A match is won when a team wins the designated number of games (best of 3).
- Before a match, a player from each team will play a quick game of Rock, Paper, Scissors. The winner will then chose to either serve/receive or a side. In match play, serve/receive and side will switch in the second game. For the third game of the match you will play another game of Rock, Paper, Scissors where the winner will choose to serve/receive or a side.

Faults

- All faults will be seen as a stop in play and the last team to serve will serve again.
- The following are considered faults:
 - If you hit the ball higher than the outstretched hand of the returner.
 - If you hit the rim or part of the equipment besides the net on the serve.
- In both of the prior instances, if the returning team feels as though a fault occurred but it is something that they want to still play, they may. The round officially starts when the returning team engages in a return hit. Either player of the returning team can call the fault.
 - Unlike on the serve, all times the rim or parts of the equipment besides the net are hit, the play is still live.
- If a team spikes the ball and the ball hits their partner or themselves, the serving team loses the point.