

East Carolina University
Intramural Sports
Spikeball Rules

Current official High School Volleyball Rules shall apply with modifications or exceptions as listed below:

I. Basics

- A. Players will flip a coin to see who serves first.
- B. All players except the receiver must begin the point at least 6 feet from the net.
- C. The receiver may stand at any desired distance.
- D. Once the server strikes the ball, players may move anywhere they choose.
- E. Possession changes when the ball contacts the net.
- F. Each team has up to 3 touches per possession.
- G. Servers for each team will alternate and will stay in that order the remainder of the game.
- H. CRW shall provide game balls. Balls for warm-up must be provided by the participants.

II. Scoring

- A. Spikeball is played using rally scoring: points can be won by the serving or receiving team.
- B. The rally ends and a point is awarded when:
 - 1. The ball contacts the ground or isn't otherwise returned onto the net within 3 touches.
 - 2. The ball is hit directly into the rim at any time, including on the serve.
 - 3. The ball bounces and falls back onto the net or rim.
 - 4. The ball clearly rolls across the net.

III. Serving

- A. If the receiving team wins the point, the next designated player serves according to the initial sequence.
- B. The receiving team sets their position first. The server stands 180 degrees across from the designated receiver—who is the only player allowed to field the serve.
- C. Serves may be struck with any amount of force; short serves are allowed.
- D. If a server commits two faults, the receiving team wins the point. Violation of any the following rules is a fault:
 - 1. The server must toss the ball before serving and once it is tossed it must be hit.
 - 2. The server must be 6 feet from the net when serving.
 - 3. The server may take one pivot step OR direct approach steps, but may not move laterally beyond a pivot or change directions during approach.
 - 4. Serves may not pass higher than the receiver upwardly extended hand. If the serve is higher than the receiver's upwardly extended hand, a fault can be called by the receiving team.
- E. If the ball hits near the server's side of the net, it typically bounces low and hard without an unpredictable change of direction. This is a legal serve.

IV. Rallies

- A. Touches must alternate between teammates. Consecutive touches by one player results in a loss of the point.
- B. The ball must be contacted cleanly, not caught lifter, or thrown.
- C. Players may not hit the ball with two hands, even if placed together volleyball style.
- D. Players may use any individual part of their body to hit the ball.
- E. If the ball is directly hit into the net, or bounces and lands back on the net or rim, the rally ends and the non-hitting team wins the point.

V. Infractions

- A. Defending players must make an effort not to impede the offending team.
- B. If an offender collides with a defender or the defender gets in the way of the offender the point will be replayed.
- C. If during possession, the ball contacts a defender the point will be replayed.
- D. A defensive player attempting to play a ball out of turn will lose the point.
- E. A player who shoots the ball into the net which hits him/herself or his/her teammate will lose a point.
- F. If a player contacts the net during play which causes the net to move will automatically lose a point.