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.