ELIGIBILITY RULES

1. You must have a MTSU ID to participate. NO ID, NO PLAY…NO EXCEPTIONS!

2. No Person shall play on more than one single sex and co-rec team per sport. If caught doing so by supervisor or official. Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.

3. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly Campus Recreation activities for a period of time determined by the Associate Director of Intramurals, Sport Clubs, and Wellness.

THE GAME:

Teams
1. Two teams of Two (four total). Each team starts on opposite sides of the net.

Serving
1. Team one serves by hitting the ball off the net towards Team Two. Team Two has up to 3 hits between them before returning the ball to the net. (Note, it is NOT required that you use all 3 of your hits.) This continues as a volley until one team cannot return the ball. To determine who serves first, the teams should volley. Once the game has begun, each team alternates serves between players.

Important: Once the ball is in play there are no longer “sides”. Each team member can run anywhere at any time. Teams switch serving sides once the first team has reached 11 points.

Scoring
1. This will be rally scoring. 1st team to 21 wins (must win by two). There is a 25 point cap.
Rules
1. The opposing team must always put forth an honest effort to get out of the way of the “hitting” team. If a solution is unclear, the point becomes a do-over.
2. If your shot hits the rim it is known as a “Rimmer” and is side-out.
3. If your shot hits a “pocket” (kind of on the net and kind of on the rim) you do the point over.
4. If the ball does not bounce off the net, the point is side-out.
5. In order for the ball to be in play, after hitting the net, it must clear the rim. If it doesn’t it is side-out.
6. Body shots are legal…for the most part. You cannot use your legs but if needed you can use forearms and chest.

Spikeball….. 5/14/13