



MIDDLE TENNESSEE STATE UNIVERSITY

## Intramural Sports Spikeball Doubles Rules

### ELIGIBILITY RULES

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1. You must have an MTSU ID to participate.
2. No Person shall play on more than one single sex and co-rec team per sport.
3. No person shall use false identification in order to participate.

### THE GAME:

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1. **Number of Players:** Teams will consist of 2 players and each team must have 2 players to start. Co-Rec teams must have 1 man and 1 woman.
2. **Equipment:** A Spikeball net and ball will be provided by Intramural Sports.
3. **Scoring:**
  - a. Intramural Spikeball is played using rally scoring; points can be won by the serving or receiving team.
  - b. Games are played to 21. Only 1 game will be played and the winner of that game will advance.
  - c. Games must be won by two points
  - d. The rally ends and a point is awarded when:
    - i. The ball contacts the ground or otherwise isn't returned onto the net within 3 touches.
    - ii. The ball is hit directly into the rim at any time, unless it's the first serve.
    - iii. The ball bounces and falls back onto the net or rim.
    - iv. The ball clearly rolls across the net
4. **Serving:**
  - a. Determine a serving order which alternates players from the two teams (e.g. Player 3 follows Player 1, etc.).
  - b. If the receiving team wins the point, the next designated player serves according to the initial sequence. Otherwise, the server switches places with his/her partner and serves to the other receiving team member.
  - c. The receiving team sets their position first. The server stands 180 degrees across the designated receiver--the only player allowed to field the serve.
  - d. Serves may be struck with any amount of force; short serves are allowed.
  - e. If a server serves two faults, the receiving team wins the point. Violation of ANY of the following rules is a fault:
    - i. The server must toss the ball upward at least 4 inches.
    - ii. If the server tosses the ball, he/she must hit it. Dropping, catching, or swinging at and missing a toss all count as a fault.
5. **Game Play:**
  - a. All players except the receiver must begin the point at least 6 feet from the net.
    - i. The receiver may stand at any desired distance
  - b. Once the server strikes the ball, players may go any where they choose.



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- c. Possession changes when the ball contacts the net.
  - d. Each team has up to 3 touches per possession.
  - e. Touches must alternate between teammates. Consecutive touches by one player result in a loss of a point.
  - f. The ball must be contacted cleanly, not caught, lifted, or thrown. Players may not hit the ball with two hands, even if placed together "volleyball style".
  - g. Players may use any individual part of their body to hit the ball.
  - h. After the serve, any unusual bounce (i.e. pocket) that does not contact the rim is legal and playable.
  - i. A shot which lands on the net, rolls into the rim and then off the net (i.e. roll-up) is played as a pocket, not a direct rim hit.
  - j. If teams cannot determine the legality of a hit, replay the point.
6. **Infractions:**
- a. All games are self-officiated.
  - b. Defending players must make an effort not to impede the offending team's possession or play on the ball.
  - c. If an offender collides with a defender, or a defender's position prevents a markeable offensive play on the ball, the infracted player may call "hinder" to force a replay of the point.