



MIDDLE TENNESSEE STATE UNIVERSITY

Intramural Sports Spikeball Doubles Rules

ELIGIBILITY RULES

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:

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.