

## Spikeball BASICS Instructions

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## BASICES

### BEFORE PLAY

- The ball should be inflated to 12in circumference.
- The tension of the net should be consistent throughout. A ball dropped from 3 feet above the net should bounce up approximately 12-18 in.

### DURING PLAY

- All players except the receiver must begin the point at least 6 feet from the net. o The receiver may stand at any desired distance
- Once the server strikes the ball, players may go anywhere they choose.

- Possession changes when the ball contacts the net.
- Each team has up to 3 touches per possession.
- Determine a serving order which alternates players from the two teams (e.g. Player 3 follows Player 1, etc.).
- To equalize sun and wind effects, rotate starting positions 90 degrees counter-clockwise every 5 points if desired.

## SCORING

- Roundnet is played using rally scoring; points can be won by the serving or receiving team.
- Games are typically played to 11, 15, or 21. In tournament play, the tournament director specifies the winning score.
- Games must be won by two points unless otherwise agreed upon or specified.
- The rally ends and a point is awarded when:
  - o The ball contacts the ground or otherwise isn't returned onto the net within 3 touches.
  - o The ball is hit directly into the rim at any time, unless it's the first serve.
  - o The ball bounces and falls back onto the net or rim.
  - o The ball clearly rolls across the net

## SERVING

- 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.
- The receiving team sets their position first. The server stands 180 degrees across the designated receiver—the only player allowed to field the serve.
- Serves may be struck with any amount of force; short serves are allowed.
- If a server serves two faults, the receiving team wins the point. Violation of ANY of the following rules is a fault:
  - o The server must toss the ball upward at least 4 inches.
  - o 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.

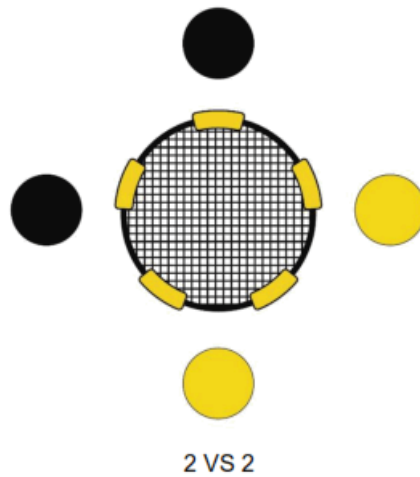
## RALLIES

- Touches must alternate between teammates. Consecutive touches by one player result in a loss of a point.
- 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”.
- Players may use any individual part of their body to hit the ball.
- After the serve, any unusual bounce (i.e. pocket) that does not contact the rim is legal and playable.
- 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.
- If teams cannot determine the legality of a hit, replay the point.

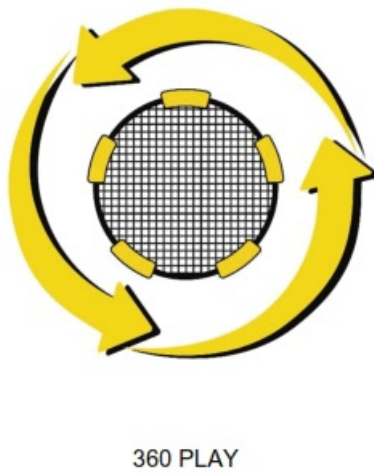
## INFRACTION

- Remember: Player safety is paramount

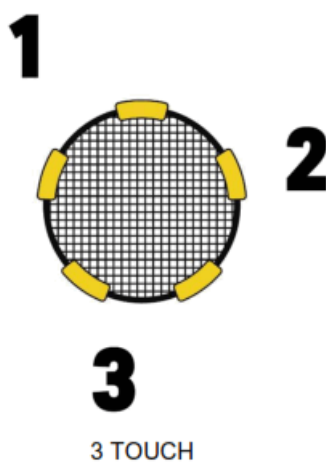
- Defending players must make an effort not to impede the offending team's possession or play on the ball.
- If an offender collides with a defender, or a defender's position prevents a markeable offensive play on the ball, the infracted player may call "hinder" to force a replay of the point.



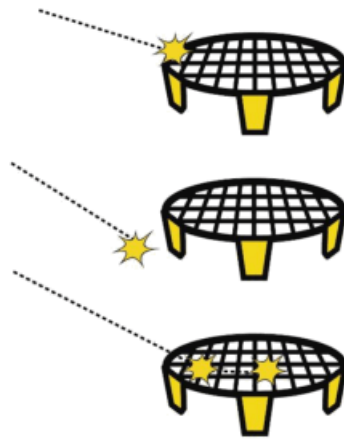
Team 1 serves to Team 2 to start a point



After the serve, players can move or hit in any direction




Players have up to three alternating touches to return the ball to the net



## SCORING

Points are scored when the ball hits the rim, the ground, or bounces more than once on the net

## Documents / Resources

	<a href="#">Spikeball BASICS</a> [pdf] Instructions BASICS
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