Intramural Spikeball
Bruin Cup Points: 1st - 300 pts. 2nd - 150 pts. 3rd - 75 pts

STARTING THE GAME

1. The roster minimum is 2 players; the roster max is 6 players.
2. You need at least 2 players to start the game
3. Same color shirts are encouraged however is not required.
4. Every player has to check-in with their BUID at the scores table.

SERVING

5. Winner of the coin toss may choose to serve first or not. After that, serving teams alternate.
6. Etiquette: the "get it in play" method of serving will be used at all times. This means that each serve should be easy enough for the opposing team to return it, to encourage competitive rallies.
7. Server stands directly across from the receiving player. Only the designated receiver can field the serve.
8. The ball must be tossed up from the server's hand before it is hit. It cannot be hit out of the server's hand. If the server does not like the toss, they need to let the ball drop to the ground. They will have one more opportunity to toss and serve the ball.
9. Server's feet must be behind the service line (at least 6 feet away from the net) when the ball is hit. The returner can stand at whatever distance they choose.
10. The server is allowed to take a pivot step or approach steps, but is not allowed to move laterally beyond a pivot.

PLAYING THE GAME

11. Team A begins by hitting the ball off the net towards Team B. Team B has up to 3 hits between them before returning the ball to the net. It is not required to use all 3 hits to return the ball to the net. Hits must alternate between teammates.
12. This process will continue back and forth between teams as a volley until one team cannot return the ball to the net within 3 hits.
13. Once the ball has been served, there are no "sides" and teammates may run anywhere at any time.
14. Teams should always make every attempt to get out of the way of their opponents, when they are attempting to chase or hit a ball. If this does not happen, the play will be a "do-over."
15. If your shot hits the rim (and not the net), it will not count and will result in side out to the other team.
16. If your shot hits the rim and the net, the play will be a do-over. If teams cannot determine if the ball hit the rim, replay the point.
17. For the ball to be in play, it has to clear the rim (bounce off the net).
18. Players may use any part of their body to hit or return a ball (assuming each player only touches the ball once per hit). You cannot hit the ball with two hands.
19. First two games are played to 21, the 3rd game if necessary is played to 11. Rally scoring!
20. Points are scored when:
   - The ball isn’t hit back into the net within 3 hits
   - The ball hits the ground
   - The ball hits the rim (including clips)
   - The ball does not bounce off the net in a single bounce. (It must clear the rim in order to be good.)
   - There is an illegal serve or other infraction
21. A team has to win 2 out of 3 games to win the match.
22. There is a 30 minute time limit on each match. Whoever is up after 30 minutes or scores the next point after 30 minutes have expired wins.

INFRACTIONS

23. If the defensive team gets hit with the ball, call "hinder" and replay the point. The offensive team must have a legitimate play on the pass to call "hinder."
24. If a defensive player attempts to play a ball when it is not their turn, they lose the point.
25. If a player hits a shot off the net then the ball hits their teammate, they lose the point. If a player hits a shot off the net then the ball hits himself/herself, they lose the point.
26. If any player makes contact with the Spikeball set that moves the set or affects the trajectory of the ball, they lose the point. If the contact does not move the set or affect the trajectory of the ball, play on.
**Each game will be self-officiated by participants. Any rules questions or discrepancies may be brought to the Court Supervisor on duty for a final ruling.**