

BREWTOWN REC SPIKEBALL RULES

ROSTER RULES

- Teams consist of 2 players
- Maximum number of players on a team is 4



EQUIPMENT

- Brewtown Rec will provide all Spikeball equipment (i.e. ball, net, etc.)

START OF THE GAME

- Teams play rock, paper, scissors to determine who serves
- Opposing players line up across from one another
- Players not receiving the serve must be 6 feet from the net. The returner can stand at whatever distance they choose
- Once the ball is served, players can move anywhere around the court
- Each team has up to 3 hits per possession, but they do not need to use all 3 hits

SERVING

- 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.
- Server's feet must be behind the service line (at least 6 feet away from the net) when the ball is hit. They can lean over the service line, but their feet may not cross the service line until after the ball is hit.
- Serves can be as hard or as soft as the server likes, and drop shots are allowed.
- Instances where a **LET** would be called:
 - Serves must be below the receiver's raised hand.
 - If the ball is too high, the receiver must call LET before their teammate touches the ball.
 - The ball must come cleanly off the net on a serve.
 - If the ball hits "the pocket" (the space between the net and the rim where the clips join the two), the receiver must call LET.
 - In LET situations, the serving team has one more try to give a clean serve. If the serving team cannot hit a legal serve on the second try, they lose the point.
- If the ball misses the net or hits the rim, it's the other team's point and a change of possession
- After a server wins the point, they change positions with their teammate so they are directly across from the other member of the receiving team
- The four players serve in the same sequence throughout the match

CONTACTING THE BALL

- Each team gets up to three touches to return the ball off the net
- Touches must alternate between teammates
- You may use any part of your body as one "touch" except for two hands at once.
- If the player touches the ball twice consecutively, their team loses the point
- If the ball hits any part of the ground or the rim, it's no good
- If teams can't determine if the ball hit the rim, replay the point

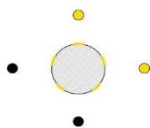
SCORING

- Matches use Rally Scoring (points can be won by the serving or receiving team)
- Games are played to 21, you must win by 2 points
- Teams switch sides after one team reaches 11 points
- 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)
- A team must win 2-out-of-3 games to be considered the winner of any given matchup.

INFRACTIONS

- Instances where **HINDER** should be called:
 - If a member of the defensive team is in the way of a play on the ball
 - If a member of the defensive team gets hit with the ball
 - *To call HINDER, the offensive team must have a legitimate play on the ball*
- If a defensive player attempts to play a ball when it is not their turn, they lose the point.
- If the offensive player hits themselves or their teammate after hitting the ball off the net, their team loses the point.
- If any player makes contact with the Spikeball set that moves the set or affects the trajectory of the ball, they lose the point.

OVERVIEW



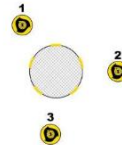
2 VS 2

Team sport played 2 vs 2 with the ball put in play with a serve.



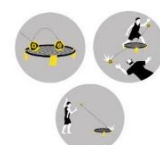
360 PLAY

After the serve, players can move anywhere with no sides or boundaries.



3 TOUCH

Players must alternate touches and have up to three to return the ball to the net.



SCORING

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

FORFEIT RULE

- If your team has to forfeit, please respect the league and notify us by **24 hrs prior to your game time** so we can properly relay the message to your opponent and our umpires.
- Any team who forfeits after the deadline will be required to pay a ***\$60 fine***. This fine will be enforced and must be paid **PRIOR** to the team playing their next scheduled game.

LEAGUE REMINDERS

- Alcoholic Beverages are permitted (21+ over), but teams **MUST** clean up after themselves. Please be respectful of our league and the park and remove all trash after your game. Teams who break the rules will be fined.
- Have fun and take the after game celebration to our sponsor bar!!