



SPIKEBALL *Cheat Sheet*

ROSTERS

- A full team consists of 2 players on the court, with a minimum of 1 female.
- The minimum number of players required in order to not default is 1 male or female.

GAME PLAY

- Teams will play two matches per night against different opponents.
- Each match will be played in best-of-5-game format. Teams will have a soft 30-minute limit per match.
- Games are rally-point scoring to 15-points and must be won by 2 points.
- Teams line up around the net (in the shape of a '+' sign), with one teammate and one opponent on either side.
- The object of the game is to hit the ball off the net in such a way that the opposing team cannot return it.
- Spikeball uses rally scoring: points can be scored by the serving or the receiving team.
- Play begins with a serve (rock paper scissors determines who serves first).
- To serve, a player hits the ball off the net towards the opponent directly across from them (returner). The serve must be into the returner's wheelhouse (i.e., it cannot be too short or high over the returner's head, it should be returnable).
 - Serve order must be determined before play begins.
 - At the time of the serve, all players (except the returner) must be 6' away from the net.
 - If the serving team wins the point, the server switches sides with their partner and serves to the other opponent. Once the serving team loses the point, the other team will serve according to the serve order determined at the start of play.
 - If the ball hits the rim, the ground, or bounces twice on a serve, the server has one more chance to serve. If the second attempt results in a fault, possession switches and the other team takes a point.
- Teams have 3 touches to get the ball back onto the net, at which point possession changes. No player may touch the ball more than once in a row (similar to volleyball).
- After the serve, players may move around the net as they wish (as it's a 360-degree playing area), as long as they do not impede the other team's movement.
- The rally ends and a point is awarded when:
 - The ball contacts the ground or isn't returned within 3 touches.
 - The ball is hit directly on to the rim at any time (including on the serve)
 - The ball bounces and falls back onto the net (or the rim), resulting in a double bounce
 - The ball rolls across the net

PENALTIES AND VIOLATIONS

- If a defending player impedes the offensive team's play on the ball, the point will be re-served.