

SPIKEBALL

League Rules



EDMONTON SPORT & SOCIAL CLUB

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1. COORDINATOR

An On-Site Coordinator is hired by the ESSC to facilitate games and manage the facility on a nightly basis.

ROLES OF THE ON-SITE COORDINATOR

- Arrive early and ensure the courts are ready for play
- Set-up all of the required equipment and ensure that the equipment is in good working condition
- Update players with pre-game announcements
- Act as the on-site contact and ensure that the facility guidelines are being adhered to by the players
- Ensure that games start and end on time
- Submit the scores to the ESSC office

ROLES OF PLAYERS IN THE LEAGUE

- Arrive 15 minutes prior to game time and be ready to start on time
- Provide the Coordinator with their undivided attention during announcements
- Record the game results on the score sheet after each game/match

2. COURT REQUIREMENTS

| League | Total # of Players Required on the Court | Minimum # of F Players Required on the Court | Maximum # of M/X Players Allowed on the Court |
|----------|--|--|---|
| Open 2's | 2 | 0 | 2 |

The ESSC welcomes people of all gender identity or expression. Minimum female player requirements are inclusive of *anyone* who identifies as a female (i.e. players who identify themselves as M and X will not count towards female player minimums).

3. DEFAULT MINIMUMS & SCORES

| League | Minimum Players to Avoid Default | Default Score |
|----------|----------------------------------|---------------|
| Open 2's | 2 (No Gender Requirements) | 0-21; 0-21 |

4. FORMAT & EQUIPMENT

GAME FORMAT

- Players should arrive 15 minutes prior to the scheduled game time
- Teams will play two matches per night against different opponents
- Each match will be a best-of-three games format

SCORING

- All games use a rally-point scoring system
- The serving team should call out the score prior to each serve
- **All Games** – first team to 21 points (must win by 2 points, to a cap of 25 points)
- A total of 10 combined points must be played in a game for the result to count
 - If the Coordinator is required to call 'time' on a match, finish the current point
 - The score will stand as-is, unless the combined score in the current game has not reached a total of 10 points, in which case the game will not count
 - **Regular Season:** ties are allowed
 - **Playoffs:** ties are not allowed:
 - If each team has won a game, and a total of 10 points have not been played in the 3rd game, the team with the higher combined point differential in Game 1 and 2 is the winner
 - If still tied, one additional point must be played to determine the winner

EQUIPMENT

- Players may wear outdoor footwear, socks, or play in bare-feet
- Spikeball equipment will be supplied by the Coordinator
- Metal cleats are not permitted

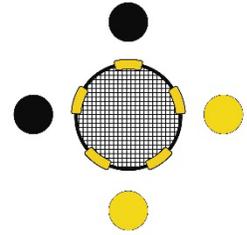
5. GAME PLAY

SERVICE ROTATION

- Teams can use any suitable means to determine who gets to serve first
- Service alternates between teams for the start of each game
 - If a third game is played, teams need to re-determine who gets to serve first
- If sun and/or wind are a factor, rotate starting positions 180 degrees each game
- If the serving team scores a point, they retain possession and the server switches positions with their teammate, serving to the other player on the opposition
- If the receiving team scores a point, they receive possession, and the player who did not serve last becomes the server

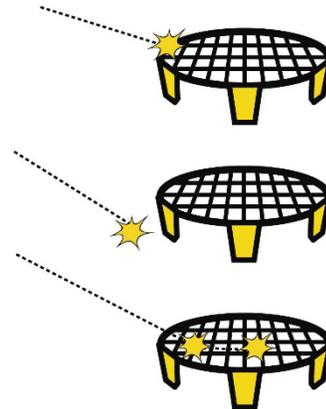
SERVICE

- All players except the receiver must begin the point at least 6 feet from the net
- The server must stand straight across from the receiver
- The receiver must be ready prior to the serving of the ball, no fast serves allowed
- The server must keep at least one foot planted on the ground before striking the ball
- Once the server strikes the ball players are free to move anywhere
- Serves may be struck with any amount of force and short serves are allowed
- Serves may not pass/bounce higher than the receiver's straight-up extended hand
- "Pocket" serves or "Rim" serves result in a service fault
- A server is allowed one fault; on the second fault a point and possession are awarded to the other team
- A server is not allowed multiple service infractions; the first occurrence results in a point for the other team



PLAYING THE BALL

- Each team has up to three alternating touches per possession
- Possession changes when the ball contacts the net
- The rally ends and a point is awarded when:
 - The ball contacts the ground
 - The ball isn't returned to the net within 3 touches
 - The ball makes direct contact with the rim
 - The ball bounces twice on the net
 - The ball rolls across the net
- Players may contact the ball with any part of their body
- The ball must be cleanly contacted, no scoops, lifts, throws, etc
- Players cannot hit the ball with two hands
- "Pocket" or unusual bounces are legal shots
- A ball that rolls along a player's body is deemed an illegal hit
- A double-hit is deemed an illegal hit



VIOLATIONS AND FAULTS

Players are to call their own faults. If an obvious fault is missed, a player on the opposing team may politely point this out, assuming that their opponent either does not know the rule or missed their own fault. **If players cannot agree on the legality of a hit, re-play the point.**

- **Service Faults** – players are allowed one service fault before losing the point / possession
 - Failure to "toss" the ball prior to serving
 - Failure to hit/serve the ball after the initial toss
 - The ball is struck within the 6-foot service line
 - The server does not have at least one foot remain in contact with the ground
 - "Pocket" serves
 - Serves that hit the "rim"

- Serves that miss the net altogether
- Serves that bounce more than one time on the net
- **Service Infractions** – result in a loss of point and possession
 - The serving team contacts the ball before the receiving team
- **Other Faults Include:**
 - 4 touches before returning the ball to the net
 - Non-alternating touches or “double-hits”
 - Carries, scoops lifts, or throws
 - Two-handed touches
 - A player contact or touching the net
 - Balls that directly contact the rim before touching the net
 - Balls that contact the ground
 - Balls that bounce more than once on the net
- **Interference**
 - Defending players must make an effort to not impede the offense
 - If interference occurs, the point should be re-played