

SPIKEBALL

Tournament Rules



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1. FACILITIES AND EQUIPMENT

The SSC rents all courts from private facilities. As tenants, players must respect the standards and rules of each facility:

- Alcohol consumption and smoking on the courts is prohibited.
- Please refer to Google Maps for parking information; no parking in restricted areas.
- All public by-laws apply when using a court, including: excessive noise, offensive language, littering, etc.
- Be respectful to homeowners, community residents, and anyone else sharing the surrounding area.
- Players are responsible for all property damage that results from their actions, including vehicles.

Facility Complaint Policy: Any player who causes the SSC to receive an official complaint regarding a facility is subject to a \$100 fine and possible suspension from the tournament and leagues.

- **Equipment:**
 - The SSC Coordinators will provide all the necessary equipment for game play.
 - Metal cleats are not allowed. Players may wear outdoor footwear, socks, or bare-feet.
 - A player cannot wear anything potentially dangerous to another player. This includes earrings, hairclips, rings, and other jewelry.

2. SPORTSMANSHIP

The SSC encourages a ‘fun-first, winning-second’ attitude in all tournaments. All players are expected to abide by the SSC sportsmanship policies, including:

- Controlling emotions and actions at all times.
- Treating the facility, equipment, staff, other players, and coordinators with courtesy and respect.
- Avoiding retaliation under any circumstance.
- Providing feedback in a constructive manner to the SSC staff and being open to feedback from the SSC staff.

ZERO TOLERANCE POLICY

The SSC staff can remove players from a game if they are involved with any of the following acts:

- Swearing directly at another player, SSC staff, or anyone else present.
- Displaying disrespectful or threatening behavior.
- Intentionally pushing, shoving or making physical contact with another player.
- Making comments to instigate an altercation with another player.

In addition to being dismissed from the game, the player(s) or team may be removed from the tournament with no refund and future league suspensions may be issued.

REPORTING SPORTSMANSHIP CONCERNS

- If during the game there is a concern with the other team, the issue should be addressed respectfully with the opposing team captain at the appropriate time (during play on the sidelines or breaks in the game).
- If the issue still seems unresolved at the end of the game, captains should further discuss the issue with the SSC staff and opposing team captain.

3. ROSTERS

Format	Ideal Roster Size (F) = Female	Total # of Players Required on the Court	Total # of Females Required on the Court
Open 2's	2	2	0

- All players on the roster must have accepted their MySSC invite prior to the tournament.
- When competing in semi-finals and finals, all players on the court must have played at least 1 game with the team during the round robin.

4. TOURNAMENT SPECIFIC RULES

GAME FORMAT

ROUND ROBIN

- Each match will be a best-of-one format.
- If the Coordinator is required to call 'time' on a match, teams will finish the current point but not start another.
- If the score is tied, teams will play one additional point to determine the winner of the match.

PLAYOFFS

- Quarter-Finals and Semi-Finals will be a best-of-one game format.
- The championship game will be a best of 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.
- **Round Robin:** Games are rally-point scoring to 21 points. Teams must win by 2-points, with a cap of 25-points.
- **Playoffs:** Games are rally-point scoring to 21 points. Teams must win by 2-points, with a cap of 25-points.
- **Championship Finals:** Games 1 and 2 are rally-point scoring to 21 points. Teams must win by 2-points with a cap of 25-points. Game 3 (if needed and time is permitted) is rally-point scoring to 15 points. Teams must win by 2-points, with a cap of 17-points.

GENERAL PLAY

STARTING AND RE-STARTING PLAY

- Teams should 'rock, paper, scissors' or use any other suitable means to determine who gets first serve.
- In the championship matches, the first service alternates between teams for the start of the games (if Team 1 serves first in Game 1, Team 2 would serve first in Game 2) and teams will switch sides between Game 1 and Game 2.

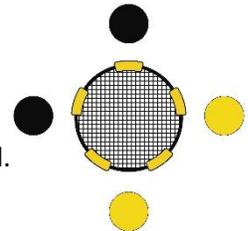
- In final matches that go to a third game, teams should again ‘rock, paper, scissors’ or use any other suitable means to determine who gets the serve first or chooses a side. Teams will switch sides in Game 3 once a team has reached 7 points.

SERVICE ROTATION

- 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 opposing team.
- If the receiving team scores a point, they receive possession, and the player who did not serve last for their team becomes the server.
- **Teams should rotate positions counter-clockwise every 5 points to equalize conditions.**

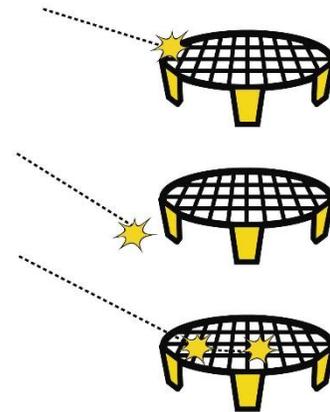
SERVICE

- 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.



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 FOULS

- 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:**
 - 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 – a serve that hits the net and then proceeds to roll up into the rim.
- Serves that hit the “rim”.
- Serves that miss the net altogether.
- Serves that bounce more than one time on the net.
- Players are allowed one service fault before losing the point/possession.
- **Interference:**
 - Defending players must make an effort to not impede the offense
 - If interference occurs, the point should be re-played
- **Other faults:**
 - 4 or more touches before returning the ball to the net.
 - Non-alternating touches or “double-hits”.
 - Carries, scoops lifts, or throws.
 - Two-handed touches.
 - A player contacting 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.

5. REPORTING AND STANDINGS

After each game/match, both captains must ensure that the scores are written on the appropriate standings print-outs provided by the SSC. Teams that do not report scores will receive a zero for that game/match.

HOW TEAMS ARE RANKED

At the end of the round robin, teams will be ranked based on the criteria below:

1. Matches won (2 pts.) or lost (0 pts.).
2. Point differential (total points for minus total points against).
3. Results in the match versus the team you are tied with (if applicable).
4. The SSC staff will flip a coin to determine who places higher.

6. WEATHER

This tournament is an all-weather event and will take place, rain or shine. Players are expected to come prepared to play through some not-so-great weather. Unplayable conditions include: very heavy rain, snow, hail or thunder and lightning.

Although some weather conditions are not ideal to play through, we must ensure that we utilize the playing time we have. If you are not sure whether to continue playing or not, please wait for an update from an SSC representative