SPIKEBALL RULES

Each player is responsible for presenting a current UNC ONE CARD or valid government ID at game time.

THE GAME, PLAYERS, AND EQUIPMENT

1. Each participant must present a valid UNC-One card or valid government issued ID in order to be eligible to participate.
2. Each team will consist of 2 players (2 men, 2 women, or 1 male and 1 female). Each team must have a minimum of 2 players present at game time to begin a game.
3. Jewelry: No jewelry or any other item deemed dangerous by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play.

GAME FACTORS, TIME, AND LENGTH

1. Each match will consist of the best 2 out of 3 games. The first team to score 21 points will be declared the winner of each game.
2. Game time is forfeit time. Each team must have the minimum number of players signed in and ready to play at the scheduled game time.
3. Each match will have a time limit of 30 minutes. If the time limit expires before the match is completed, a winner will be determined as follows:
   A. The team that is ahead when time expires will be declared the winner of any game that is in progress.
   B. If teams are tied in the number of games won (1-1), then a third game will be played to eleven (11) points.
   C. The winner of a coin toss at the beginning of the match will either choose which team serves first. The team not serving first in the first game shall serve to start the second game. In the event of a third game of the match, a second coin toss will determine the choice of serve.

RULES OF PLAY

1. Serving: 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. 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.
   A. Teams may only score when serving.
   B. Once the game has begun, teammates must alternate between serves (after each change of team serve).
   C. Once the ball has been served, there are no “sides” and teammates may run anywhere at any time.
2. 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.
   A. 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.”
B. If your shot hits the rim (and not the net), it will not count and will result in side out to the other team.

C. Players may use any part of their body to hit or return a ball (assuming each player only touches the ball once per hit).

3. Each game will be self-officiated by participants. Any rules questions or discrepancies may be brought to the Intramural Sports Staff on duty for a final ruling.