



## How do I play?

### Teams

Two teams of Two (four total). Each team starts on opposite sides of the net.

### Serving

Standing at least 6 feet from the net, Team One serves by tossing the ball in the air, and spiking it down on the net towards Team Two. Team Two has up to 3 hits (ie, 'sets' in volleyball) between them before they have to spike it back on the net. (Note: You do NOT have to use all 3 hits. This continues as a volley until one team can not return the ball. Use rally scoring to 21. To determine who serves first, teams should volley for serve. If your team wins a point while serving, switch positions with your partner so the server is now serving to the other opponent. Rotate in this fashion after every point is won while your team is serving so the server serves to a different person every time. Use the serving measurement line by attaching one end of the line to the rim hook and pull it taut to get the correct distance. You can also place the metal spike in the middle of the net while pulling the line taut. Walk in a circle with a marker, chalk, or paint, to draw the service line. Serving fault must be called before second hit and a second serve is taken. Point will be awarded to other team if second fault occurs.

### Service Faults

The ball has not travelled 4 inches before being struck or is within the 6 foot service line.

Catching, swinging at or missing the toss is a fault.

The ball goes higher than the receivers hand at full stretch. If it only gets finger tips then it is too high.

The server must announce the score before serving.

The servers feet contact the service line before the ball is hit.

**Important:** Once the ball is in play, there are no longer "sides". Players can run anywhere they want. Teams switch serving sides once a team reaches 11 points. The first team to 11 points usually has done most of the trash talking at this point.

**All Teams Note:** Spike ball will be relatively new to most and as it is also being run as an individual sport you are to run your own games. As the skill levels are going to be somewhat varied we have tried to keep the rules as simple as possible.

Therefore there may be slight variations to what some are use to.

Please be clear at the start of your games of the rules playing to and play fair.

### Scoring

1st team to 21 wins (must win by two). Use rally scoring. If your teams served, and the other team can not return your shot, you've won a point.

### What about...

- To avoid a brawl, the opposing team must always put forth an honest effort to get out of the way of the 'hitting' team. If someone is in the way, it's called a 'hinder' and the point is to be replayed.

- If your shot hits the rim, it's called a 'Rimmer' and the other team gets a point.

- If your shot hits a 'pocket' (a shot that

sort of hits the rim and sort of hits the net) you keep playing. If there is disagreement as to whether it was a 'Rimmer' or 'Pocket', you should do the point over.

- If the ball does not bounce off the net with a single bounce, it is the other team's point. It must clear the rim in order to be good.

- Body shots are legal. You can not keep 'juggling' the ball w your feet or hit it numerous times on your body. 1 body shot and then it must go to your partner or on the net. This rule has caused quite a bit of controversy on the Spikeball™ circuit. Proceed at your own risk.