Regulations published in the Texas A&M Rec Sports Handbook will be the governing policies for all intramural sports. Participants are responsible for possessing a thorough understanding of these regulations and their implications. Play will be governed by Official Spikeball Rules, which can be found at https://spikeball.com/pages/how-to-play-1. You can also learn and watch more about Spikeball at https://spikeball.com/pages/videos. Intramural Sports modifications and other policies can be found below.

1. **PARTICIPATION**

   A. Proper identification must be presented. Proper identification is a government-issued photo ID.
   B. Roster: Each player’s name must appear on the roster before he/she enters a game.
   C. Any player disqualified from a contest will be removed from that game and can still play in next contest.
   D. Any player ejected from a game is automatically suspended from all intramural activities pending a meeting with the appropriate intramural staff member.
   E. Intramural staff retains the authority to require an ejected player to leave the facility. Any player instructed to leave must do so immediately.
   F. **Protest Procedure**: Judgment calls may not be protested. If a team wants to protest a rule interpretation, the protest must be made immediately at the time of the questionable incident. Notify the official. The clock will stop while a protest is being filed.
   G. **Eligibility**: The eligibility of all players is the responsibility of team captains and the individual players. Refer to the intramural handbook for details.
   H. **Blood Rule**: Players who sustain an injury causing an open wound will be required to leave the game. A player may not re-enter the contest until the flow of bodily fluids is stopped and the wound covered.
   I. **Jewelry**: Participants are not permitted to wear any jewelry.
   J. **Medical Alert Bracelets** – Permitted, must be taped flush with the skin and may be visible.
   K. **Casts/splints**: Not allowed under any circumstances. Knee braces with exposed metal, hard plastic, or metal hinges must be covered with padding or foam at least ¼ inch thick.
   L. **Religious Headwear** – In the event, a participant may not expose his/her uncovered head, the intramural supervisor may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way that it is highly unlikely to come off during play. This stipulation applies only to religious headwear to cover the head and does not apply to any necklaces/rings/earrings/bracelets or any other form of jewelry.
   M. Elastic headbands and hair control devices without metal, hard plastic, or bandanas without knots are permitted. Hard items, including, but not limited to, beads, barrettes, and bobby pins are prohibited. Other head decorations or headwear are not allowed.
O. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of own glasses.

P. Any slippery substance of a foreign nature on equipment, clothing, or an exposed part of the body is illegal.

Q. Players may wear a knit or stocking cap (no caps with bills) and/or soft, pliable, non-abrasive gloves. Bandanas with a knot are not permitted.

R. Footwear: Indoors – all players must wear athletic shoes with non-marking court soles. Hard soled shoes of any kind will not be permitted. Outdoors – all players must wear athletic shoes. Metal cleats, spikes, or toe cleats will not be permitted. Five finger shoes are not considered athletic shoes.

S. Pants – Participants are encouraged to wear athletic style shorts or pants.

T. All equipment decisions made by the intramural staff on duty shall be final.

U. All participants must meet eligibility standards as outlined in the Texas A&M Rec Sports Handbook.

V. All participants must meet eligibility standards as outlined in the Rec Sports handbook.

2. THE BASICS:

**Before Play:**

A. The ball should be inflated to 12in circumference.

B. The tension of the net should be consistent throughout.

C. A team is comprised of two (two) players of any gender.
   
   a. There must be two players to start and finish the match

**During Play:**

A. The right to choose the initial order of serving, receiving, and ends shall be decided by a coin toss and the winner may choose to serve or to receive first or to start at a particular end. The opposing team will make the remaining choice.

B. All players except the receiver must begin the point at least 6 feet from the net.
   
   a. The receiver may stand at any desired distance
   
   b. If the server misses the net, the ball hits the rim directly, or the ball bounces and lands back on the net or rim, the receiving team will be awarded a point.
   
   c. Serves may be struck with any amount of force; short serves are allowed.
   
   d. The ball must travel at least four inches from the server's hand before it is hit.

   e. The server's feet must be behind the service line (approximately 6 ft. from the net) when the ball is struck and must land behind the line after the ball is struck.

   f. If the ball hits near the server's side of the net, it typically bounces low and hard without an unpredictable change of direction. This is a legal serve.

C. Once the server strikes the ball, players may go anywhere they choose.

D. Possession changes when the ball contacts the net.

E. Each team has up to 3 touches per possession.

F. Determine a serving order which alternates players from the two teams (e.g. Player 3 follows Player 1, etc.).

G. To equalize sun and wind effects, rotate starting positions 90 degrees counterclockwise every 5 points if desired.
3. SCORING:

A. A match shall consist of the best two-out-of-three games.
B. A game shall be won by the pair first scoring 21 points (must win by 2), third game will be to 15, if necessary. The first two games are capped at 30; the third game is capped at 20.
C. Scoring will be determined with rally scoring, regardless of which team is serving. Every play will result in a point. If the team serving scores they receive one point and maintain the serve, however if the receiving team scores, they receive one point and the service.
D. The server must announce the score prior to each serve. This ensures the receiving team is ready. Always announce the serving team’s score first.
E. The server must announce the score prior to each serve. This ensures the receiving team is ready. Always announce the serving team’s score first.
F. The rally ends and a point is awarded when:
   a. The ball contacts the ground or otherwise isn't returned onto the net within 3 touches.
   b. The ball is hit directly into the rim at any time, including on a serve.
   c. The ball bounces and falls back onto the net or rim.
   d. The ball clearly rolls across the net.
F. There will be a 30 minute time limit on each match.

4. RALLIES:

A. Touches must alternate between teammates. Consecutive touches by one player result in a loss of a point.
B. The ball must be contacted cleanly, not caught, lifted, or thrown. Players may not hit the ball with two hands, even if placed together "volleyball style".
C. Players may use any individual part of their body to hit the ball.
D. After the serve, any unusual bounce (i.e. pocket) that does not contact the rim is legal and playable.
E. A shot which lands on the net, rolls into the rim and then off the net (i.e. roll-up) is played as a pocket, not a direct rim hit.
F. If teams cannot determine the legality of a hit, replay the point.

5. INFRACTIONS:

A. Defending players must make an effort not to impede the offending team's possession or play on the ball.
B. If an offender collides with a defender, or a defender's position prevents a makeable offensive play on the ball, the infracted player may call "hinder" to force a replay of the point.