



CAMPUS RECREATION

Illinois State University

Intramural Spikeball RULES OF PLAY

Please consult the [Intramural Sports Participant Handbook](#) for the complete list of Intramural Sports policies.

Location

- Games will be played on the Student Fitness Center (SFC) Mini Quad.
- Please give yourself plenty of time to get to your games ahead of schedule. Remember that all team members must be signed in and ready to play at game time to avoid a forfeit.

Schedule

- Tournament sports will be structured as a round robin play followed by a single elimination playoff for qualifying teams.
- If your team is unable to make it to your game, be sure to contact the Intramural Sports Office at intramuralsports@ilstu.edu by 2:00pm the day of your game (if your game is scheduled during the weekend, you must contact the Intramural Sports Office by 2:00pm the Friday before your game). This will enable your team to be credited with a default rather than a forfeit.
- Unfortunately, Intramural Sports games can be impacted by the weather. We reserve the right to cancel, postpone, or reschedule games due to inclement weather. When inclement weather arises, Intramural Sports staff will send out cancelations via IMLeagues.
- Regular season games canceled due to inclement weather may not be rescheduled due to the limited amount of time and space to play. When playoff games are postponed due to weather, the Intramural Sports Staff will make every effort to make up all remaining games in the playoff tournament. Playoff brackets will be updated on IMLeagues to reflect the updated dates and times.

Players

- Teams shall consist of two (2) players. There is no gender requirement for open play.
- A speaking captain must be designated for each team. She/he alone may appeal to the supervisor, and then only on interpretations of the rules. Games are self-officiated. Any discrepancies must be settled by team captains within 1 minute or the match will be declared a forfeit for both teams by the Intramural Sports Supervisor. If a protest occurs, the game is to be stopped immediately and proper documentation must be filled out before play resumes.

Eligibility

- Please reference the [Intramural Sports Participant Handbook](#) for any eligibility clarification.

Playoffs

- In order to make the playoffs, teams must meet the following criteria:
 - The team must maintain at least a 3.0 team sportsmanship rating throughout round robin play.
 - No team that forfeits any round robin game will be allowed to participate in the playoffs.
- Teams are able to add players to their roster at any point, including playoffs.

Equipment

- Intramural Sports will provide all table tennis equipment.
- Participants may bring their own table tennis paddle.
- **NOTE:** You must schedule an appointment with a Competitive Sports Administrator prior to playing if you have a special equipment need (i.e. religious or medical). All equipment decisions made on site by the Intramural Sports Staff on duty shall be final.

Game Regulations

- A match consists of best two (2) out of three (3) games.
- Each game will be rally scoring to 21 points (must win by two) with a cap of 25 points.
 - If a third game is necessary, it will be rally scoring to 15 points (must win by two) with no cap.
 - In rally scoring, points are awarded for sideouts in addition to normal scoring opportunities for the serving team. Thus, the defending team has the ability to score points as well as the serving team.
- Points are scored when:
 - The ball isn't hit back into the net within 3 hits.
 - The ball hits the ground.
 - The ball hits the rim (including clips); unless during the first serve attempt which is a "let".
 - The ball does not bounce off the net in a single bounce. It must clear the rim in order to be good.
 - There is an illegal serve on the second serve or another infraction occurs.
- Each team has up to three (3) hits per possession, but does not need to use all three (3) hits.
- Hits must alternate between teammates if the team is taking multiple hits to return the ball.
- After the ball is returned into the net, the order resets.
- The ball must be hit, not be caught, lifted, or thrown.
- Any part of the body can be used to hit the ball however, players cannot contact the ball twice in a row regardless of what part of the body used.
- If a defensive player attempts to play a ball when it is not his/her turn, his/her team loses the point.
- If a player hits a shot off the net then the ball hits his/her teammate, his/her team loses the point.
- If a player hits a shot off the net then the ball hits himself/herself, his/her team loses the point.
- Serving:
 - Opposing players line up across from each other. Before the ball is served any players not receiving the serve must be 6 feet from the net, the returner can stand at any distance.
 - The receiving team sets position first. The server stands directly across from the receiving player. Only the designated receiver can field the serve.
 - The ball must be tossed up from the server's hand before it is hit. Therefore, it cannot be hit out of the server's hand.
 - The server will have two (2) opportunities to toss and legally serve the ball to the net. If the server does not like the toss, he/she needs to let the ball drop to the ground.
 - The server must start be behind the "service line" (at least 6 ft. away from the net). The server's feet may not cross the service line until after the ball is contacted.
 - The server must stay stationary until the ball is served (no jump serves).
 - The ball must come cleanly off the net on a serve. However, serves can be as hard or as soft as the server likes and drop shots are allowed.
 - Serves must be below the receiver's raised hand.
 - If the ball can be caught by the receiver, it must be played.
 - If the ball is too high, the receiver must call "let" before his/her teammate touches the ball.
 - If the serving team cannot hit a legal serve on the second try, the point/and serve are lost, the other team will begin service.
 - Once the ball is served, players can move anywhere around the net.
 - After a server wins the point, the serve must change positions with his/her teammate so he/she is directly across from the other member of the receiving team. The four players serve in the same sequence throughout the match, changing the server each time a rally is won by the receiving team.
- If the ball bounces off the rim and net simultaneously, and goes in an awkward direction a team can call "pocket". This will result in a redo of the point and service remains the same.

- If the ball contacts the rim, also called a “rimmer”, at any time after the serve, it is dead and a point and the serve will be awarded to the other team.
- Defensive players must make an effort to get out of the offensive team’s way. If a member of the defensive team is in the way of a play on the ball, the player being blocked must call “hinder” and the point is replayed.
 - The offensive team must have a legitimate play on the ball to call “hinder.”

Grace Period

- If at game time a team is not ready for play, a 10 minute grace period will be automatically enacted.
 - Step 1 - 0 – 9:59 minutes, a team which is not ready to play will be penalized and start the down one (1) game and cannot receive more than a 3 sportsmanship rating.
 - Step 2 – Competitive Sports Supervisor will call forfeit at the 10 minutes if a team is not ready for play (dressed, on the court, signed in) mark and a forfeited team will receive a 0 sportsmanship rating.

Minutes Late	Penalty	Sportsmanship
0-9:59 minutes	Lose first game of match (1-0)	Max 3
10 minutes	Forfeit	Max 0

Mercy Rule

- There will be no mercy rule for Intramural Spikeball.

General Information

- Prior to Game Time:
 - Players must check in at the field they are scheduled to play. Valid IDs must be presented at check-in. Acceptable forms of IDs are:
 - Current Illinois State University student ID.
 - Current faculty/staff ID with photo ID.
- NO ALCOHOL OR TOBACCO is allowed at any Intramural Sports venue. Anyone found consuming alcohol or using tobacco products will be asked to leave the facility and may face additional disciplinary action. Participants who appear to be under the influence will also be asked to leave.

Sportsmanship

Intramural Sports has developed a sportsmanship rating system that is intended to be an objective scale utilized by the Intramural Sports team members to evaluate attitude and behavior throughout each Intramural Sports contest. After each game, the Officials will rate each team on their sportsmanship before, during, and after each Intramural Sports game. To be eligible for the playoffs each team must average a 3.0 or better throughout the regular season.

A sportsmanship rating below 3 is considered to be ‘unacceptable’. Any team receiving an unacceptable rating will be notified via email. Any team receiving a sportsmanship rating of 1 will be required to set up a meeting with the Intramural Sports Office prior to their next scheduled contest. Failure to do so will result in the forfeiture of any subsequent games.

Teams receiving an unacceptable sportsmanship rating in the playoffs will be eliminated regardless of the outcome of the game. An unacceptable rating in the playoffs may subject the offending team to further consequences as determined by the Intramural Sport Office for other Intramural Sports activities or seasons.

Scale

Description

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Excellent Conduct and Sportsmanship - Captain, players, and fans all display an excellent attitude. Conduct is positive and respectful at all times, even if the opponent does not display a high level of sportsmanship. If necessary, the captain calmly converses with the Intramural Sports Officials regarding rule interpretations and calls. The team has winning and losing in perspective such that their conduct in all ways provides an example for the league and the program.

- 4 Good Conduct and Sportsmanship - The team shows good sportsmanship and cooperates with the opposing team, Officials, and Competitive Sports Supervisor. Opponents are treated with respect and there are no warnings, yellow cards, or unsporting technical fouls.
- 3 Average Conduct and Sportsmanship - The team still shows cooperation with officials and opponents but may have some complaints and grumbling. Good attitude is missing on occasion but there are no blatant displays of bad attitude. The captain is in control of the team.
- 2 **This is an unacceptable rating.** Below Average Conduct and Sportsmanship - Team constantly comments to the Officials, Supervisor, and/or opposing team from the field and/or sidelines. Poor sportsmanship may include non-verbal and disrespectful attitude toward the officials or opponents. Team captain exhibits little or no control over teammates or himself/herself.
- 1 **This is an unacceptable rating.** Poor Conduct and Sportsmanship - Captain has no control over teammates and/or himself/herself. Team is completely uncooperative and poorly represents themselves and the Illinois State Intramural Sports Program. Player ejections, malicious intent, and cheating could all be behaviors displayed by a team receiving a 1.

If a team feels they have been rated unfairly by the Officials during the game, there is a section on the sportsmanship evaluation form that allows Captains to appeal the rating and provide personal input.

******The Intramural Sports Office reserves the right to put into effect any new ruling regarding Intramural Sports policies, procedures and unsportsmanlike conduct******