

Spikeball Rules

Any rule and situation not specifically covered are subject to the [USA Spikeball](#) rules and the judgement and discretion of the intramural sports staff.

All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules. When there is a conflict between the TnTech IM Spikeball Rules and USA Spikeball Rules, the TnTech IM Spikeball Rules shall take precedence.

Rule 1: Player Eligibility & Registration

Player Eligibility

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University may participate in intramural activities with a valid membership to the fitness center.
- ✓ Prior to each contest and event, participants must check in with a member of the IM staff.
- ✓ **Players can compete for only one (1) team in each single-gendered league** and, if applicable, **one (1) co-rec league**. Once he or she signs in for one (1) team, that player cannot transfer to another team in that league for the duration of the season.
- ✓ Current and former professional athletes are prohibited from playing in their sport or related sport indefinitely.
- ✓ Intramural Sports Professional staff shall make the final decision on eligibility issues.

Registration

- ✓ Teams should register on the TnTech FusionIM site (recreation.tntech.edu) by the posted deadline.

Rule 2: Format & Team Composition

Tournament Format

- ✓ The tournament shall be a single-elimination event.

Match Format

- ✓ Each match shall be best two-out-of-three games.

Team Composition

- ✓ Each team shall have a maximum of two (2) players.

Rule 3: Playing Area & Equipment

Playing Area

- ✓ All games will be played on the Intramurals Fields. In the case of inclement weather, the gym in the Marc Burnett Student Recreational & Fitness Center.

Spikeball & Net

- ✓ The Intramural Sports Office shall provide the Spikeball equipment for competition.

Rule 4: Defaults, Forfeits, Grace Periods, & Protests

Defaults

- ✓ A default is an unplayed game without penalty (e.g. being dropped from the league).
- ✓ To receive a default, the team captain or representative must notify the Intramural Sports Office by 2:00 PM on the day of the contest.
- ✓ Sportsmanship Rating will be as followed:
 - Winning Team = 8
 - Defaulting Team = 5
- ✓ In order to verify that the request is legitimate, the team captain or representative must notify the Intramural Sports Office via e-mail or in person. Phone calls will not be accepted.

Forfeits

- ✓ A forfeit is failing to field a team without contacting the Intramural Sports Office.
- ✓ If a team forfeits its first (1st) game of the season and fails to contact the Intramural Sports Office, that team may be dropped from the league and replaced with a team on the waiting list.
- ✓ **Forfeits automatically withdraws you from Post-Season play.**
- ✓ Sportsmanship Rating will be as followed:
 - Winning Team = 8
 - Forfeiting Team = 2
- ✓ A second (2nd) forfeiture may result in being dropped from the league.

Grace Period

- ✓ If at least **ONE (1)** team member has **checked-in** in, the team will be granted a **five-minute (5:00)** grace period.
- ✓ Once both players are present to start the game, the team must start when directed by IM staff.
- ✓ A team may not wait for additional players once the minimum number of players has been reached.
- ✓ If no players are checked-in at game time and the Intramural Sports Office has not been contacted, the game will be declared a forfeit.

Rule 5: Timing

Game Length

- ✓ There is no time limit for TnTech IM Spikeball matches.

Mercy Rule

- ✓ There is no mercy rule for TnTech IM Spikeball games.

Scoring

- ✓ The first (1st) two (2) games shall end when a team reaches fifteen (15) points with at least a two-point (2pt) advantage. The first (1st) and second (2nd) games shall continue past fifteen (15) points until a team has at least a two-point (2pt) advantage, or a team reaches twenty (20) points.
- ✓ During a tiebreaker game, the first (1st) team to eleven (11) points shall be declared the winner of the set. The game shall continue past eleven (11) points until a team has at least a two-point advantage (2pt), or a team reaches fifteen (15) points.

Rule 6: Playing Rules

TnTech IM Spikeball is self-officiated. Players should review the official rules and honor the legitimate calls of their opponents. If necessary, the Intramural Sports Office will settle disagreements between teams.

Please click the following link to view the [Official USA Spikeball Rules](#).

Player Unable to Continue

- ✓ Due to Injury
 - If a player cannot continue due to injury, the game shall terminate with the existing score. The team with the highest score shall be declared the winner.
 - If the score is tied,
 - In the first (1st) game: the full team shall be declared the winner.
 - In the second (2nd) game, and the injured team won the first game: the injured team shall be declared the winner.
 - In the third (3rd) game, the injured team shall be declared the winner.
- ✓ Due to ejection or other circumstances
 - If a player cannot continue due to ejection or other circumstances, the full team shall be declared the winner.
- ✓ The 1.5-Foot No-hit-zone and the 7-foot service line will be used within our leagues and tournaments.

