

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 TN Tech IM Spikeball Rules and USA Spikeball Rules, the TN Tech 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 with a current, active membership to the fitness center may participate in intramural leagues, tournaments, and contests.
- ✓ 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 checks-in for one (1) team, that player **CANNOT** transfer to another team in that league for the duration of the season.
- ✓ **For postseason eligibility, a player must have participated in at least one (1) regular season game.**
- ✓ Current varsity athletes cannot participate in their sport or related sport. Former varsity athletes cannot participate in their sport or related sport for one calendar year (365 days) after their official affiliation with a college or university team has ended.
- ✓ Current professional athletes cannot participate in their sport or related sport. Former professional athletes cannot participate in their sport or related sport for five (5) years after their official affiliation with a professional team has ended.
- ✓ Intramural Sports Professional staff shall make the final decision on eligibility issues.

Registration

- ✓ Teams should register by the deadline by registering on the Fusion Play App.

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.
- ✓ Doubles' Open
 - No Gender Restrictions

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.
 - For any other Spikeball Sets, the IM staff must approve and both teams must agree to use
 - **A serving line circle 7 feet from the edge of the set (or 8.5 feet from the center) and a no-hit zone line circle 1.5 feet from the edge of the set (or 3 feet from the center).**

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

Defaults

- ✓ A default is a game not played without penalty (e.g. 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
- ✓ 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 are not accepted.**

Forfeits

- ✓ A forfeit is defined as one (1) of the following:
 - Failing to field a team for an intramural contest without contacting the Intramural Sports Office.
 - The final score shall be 2-0.
 - Receiving three (3) or more conduct warnings before, during, and after an Intramural contest.
 - If the forfeiting team is ahead, the final score shall be 2-0 in favor of the opposing team.
 - If the non-forfeiting team has the higher score, the game shall end with the existing score.
 - Defaulting two (2) games during pool play.
- ✓ If a team forfeits its first (1st) game of the season, 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 removal 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.

Protests

- ✓ Intramural Sports Graduate Assistants and Professional Staff will consider protests.

- ✓ During the contest, teams may protest (a) the misinterpretation or the misapplication of a rule or (b) a scoring error. The protest must be submitted immediately, and, if the protest is denied, a timeout will be charged to the protesting team.
 - ✓ Protests regarding the judgement of the game officials will **NOT** be recognized.
 - ✓ When protesting player eligibility:
 - *Regular season*: The eligibility of any player **MAY** be protested at any point during the regular season (e.g. before, during, and after the contest; anytime during office hours)
 - *Postseason Tournament*: Player eligibility **MUST** be protested before the start of the contest.
- Protests made after the start or end of the game will NOT be recognized**

Rule 5: Timing

Game Length

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

Mercy Rule

- ✓ There is no mercy rule for TN Tech 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

TN Tech 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.

Ejections

- ✓ When one (1) member of a team is ejected, that team shall forfeit the contest.

- ✓ Ejected players must leave the Fitness Center and/or Intramural Fields immediately and cannot return to play **ANY** sport/game/competition until he/she has been cleared for participation by a professional staff member of the Intramural Sports Office.

