

MEN'S & MIXED DOUBLES SPIKEBALL

Information Sheet
Winter 2019

This information sheet is intended to provide basic information and rules for this activity. Please refer to the “Policies” link on the home page of the intramural web page for detailed information about policies and procedures of the Intramural Activities Program.

ENTRIES OPEN

April 2 – 9, 2019 (Entries limited to 48 teams & available on a first come, first served basis.)

CLASSIFICATION

Teams will be placed into classification matches based upon the information provided in the completed questionnaire. The schedule for classification matches will be posted in the glass cases outside of the Intramural Office (145 RB) on Wednesday, April 10 by 4:00 PM.

ELIGIBILITY

All current full-time BYU students are eligible. All current faculty, administrative staff, non-student staff employees and their spouses are eligible.

The following are eligible with an Intramural Activity Fee: Part-time students, students on leave of absence, non-degree seeking students (Post-Baccalaureate, Evening School, Salt Lake Center, English Language Center), student employees, and spouses of students. All students are also eligible to participate for two semesters beyond the last semester in which they were enrolled in classes.

The Intramural Activity Fee is paid online @ intramuralfees.byu.edu. **Payment must be made before a participant may register for the event.** The cost is \$25 per semester (fall/winter) or \$15 per term (spring/summer). This fee enables a participant to compete in any intramural activity during the current semester or term.

RELEASE AGREEMENT

All Intramural participants must complete an online [release agreement](#) before they can register for any intramural event. Release agreements are valid for one academic school year – fall semester through summer term.

DAYS, TIMES, AND LOCATION

The tournament will be held Saturday, April 13 from 9:15 AM to 3:15 PM at the West Stadium Fields. Participants must arrive 15 minutes prior to their classification time. Elimination tournament games will begin shortly after pool play with the championship game(s) ending by 3:15 PM. Since *this is a one-day event*, plan on staying for the entire time. NOTE: In case of inclement weather, check the rain-out hotline at 801-422-3992.

CHECK-IN

It is recommended that participants check-in with the activity supervisor at least ten minutes prior to match time. **Forfeit time is match time.** All participants must show a valid (government or school issued) picture ID before every match.

EQUIPMENT

Participants are encouraged to bring their own equipment. However, nets and balls are available for check out from the activity supervisor.

UNIFORMS

An appropriate, modest athletic uniform is permissible. Shirts and closed-toed shoes must be worn. Sleeveless shirts are not allowed.

OFFICIALS

Participants will call their own violations. Please be honest and sportsmanlike in calling your match. Supervisors assigned to your match have the power to make decisions on any point not specifically covered by rules of the game or by intramural policies.

LIABILITY

All participants play at their own risk and must acquire their own insurance.

SPORTSMANSHIP

Sportsmanship is everyone's responsibility. We hope everyone will conduct himself in a mature and friendly manner.

TOURNAMENT INFORMATION

1. Each team will participate in classification matches followed by a single elimination tournament.
2. The schedule for classification matches will be posted on Wednesday, April 10 by 4:00 PM.
3. The tournament will be a 1-day event held on Saturday, April 13. Teams must be available for the duration of the tournament. Schedule requests will not be accepted.
4. Teams *must* play at the time their match is scheduled. Reschedules *will not* be allowed.

RULES

Intramural Spikeball abides by Spikeball Roundnet Association Rules with the following exceptions or points of emphasis:

1. Team Composition:
 - A. A team will consist of two players.
 - B. A team may have two males, two females or one male and one female.
2. Scoring:
 - A. Classification games are played for a specified amount of time. The team ahead when time expires will advance toward a higher division court and the team behind will move toward a lower division court.
 - B. Tournament games are played to 15 points, win by 2, cap at 17. The best 2 out of 3 games will be played for tournament matches.
 - C. Rally scoring: points can be won by the serving or receiving team.
3. The Serve:
 - A. The winner of "rock, paper, scissors" chooses serve/receive or side.
 - B. The server's feet must be six feet away from the net while serving.
 - C. The server has two chances to hit the ball cleanly off the net to the opponent.
 - D. To hit the ball cleanly on the serve, the ball cannot hit the rim, the ground, the net twice, nor a side or back "pocket". A "pocket" is a part of the net that is close to the rim and causes the ball to bounce in a different direction.
 - E. The serve is too high and counts as a fault if it rises above the vertically outstretched reach of the receiver.
 - F. Only the opponent opposite the server may return the ball.
 - G. Following a serve, the receiver cannot play the ball directly back on the net as an attack, they must set it at least once before it can be returned to the serving team.

- H. After each point, only the serving team switches positions.
 - I. The server continues to serve until their team loses a point.
 - J. Both soft and hard serves are allowed.
 - K. The opponent has the option to “play” a faulted serve. For example, if the ball hits the rim (or pocket) and bounces favorably to the receiver, the receiver may choose to play the ball and the serving team must comply with their decision.
 - L. After every five points players rotate one position counterclockwise to equalize conditions.
4. Contacting the ball:
- A. Each team gets up to three touches to return the ball off of the net.
 - B. Touches must alternate between teammates.
 - C. Players may use any part of the body as one “touch” except for two hands at once.
 - D. If the player touches the ball twice consecutively, their team loses the point.
5. Infractions:
- A. Defensive players must attempt to stay out of the offensive player’s way. If the defensive team interferes, the offensive player must call “hinder” and replay the point. The offensive team must have a legitimate play on the ball to call “hinder.”
 - B. If the defensive team gets hit with the ball, call “hinder” and replay the point. The offensive team must have a legitimate play on the pass to call “hinder.”
 - C. If a defensive player attempts to play a ball when it is not their turn, they lose the point.
 - D. If a player hits a shot off the net and the ball hits their teammate, they lose the point. If a player hits a shot off the net and the ball hits himself/herself, they lose the point.
 - E. If any player contacts the spikeball set and moves the set or affects the trajectory of the ball, they lose the point. If contact with the spikeball set does not move the set or affect the trajectory of the ball, play on.
 - F. If there are any unresolvable disputes, replay the point.

If you have any questions, contact Emily in 145 RB (801-422-7597) or access our web page at intramurals.byu.edu. Have a fun tournament!