



SPIKEBALL RULES

// GOLDEN RULE

First and foremost, all Fray leagues are 50% Social and 50% Sport. While we have staff // officials, we expect individuals to respect the league's culture of fair and fun play. Foul language and rough play will not be tolerated. Individuals who cannot adhere to our standards of fair play and sportsmanship may be asked to leave the league. We want everyone to have fun and be social while enjoying a great sport. We will do whatever we can to make sure all players are having fun!

// GAME DURATION

1. All matches will be limited to best three out of five games or fifty five (55) minutes.
 - No time limits in playoffs.
2. At least 3 games need to be played for the match to be official
 - During the regular season, Matches can end in a 2-2 tie if the time limit is surpassed.
 - No new games can be started after 50 minutes. (regular season only)

// SCORING

1. Spikeball is played using rally scoring; points can be won by the serving or receiving team.
2. First four games are played to 21, win by two with a cap at 25, and if necessary the deciding (fifth) game will be played to 15 points, win by one.
3. The rally ends and a point is awarded when:
 - The ball contacts the ground or otherwise isn't returned onto the net within 3 touches.
 - The ball is hit directly into the rim at any time, including on a serve. (This does not apply to "roll-up" hits.)
 - The ball bounces and falls back onto the net or rim.
 - The ball clearly rolls across the net.
4. All service faults may only be called by the defender receiving the serve and not by their teammate. If the defender receiving the serve plays a pocket serve and does not call "fault" the play will resume.
5. There will be no mercy rule.
6. A point may be replayed if there is a disagreement on the legality of a point.

// RALLIES (Scoring)

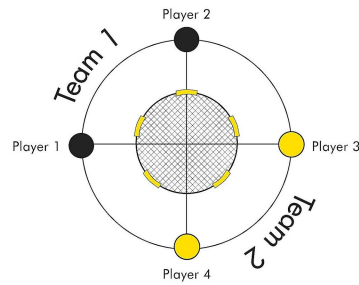
- Touches must alternate between teammates. Consecutive touches by one player result in a loss of point.
 - Unless the ball hits the torso of the receiver on a serve in which the receiver can play the ball again with their hand. Following this, the receivers partner must play the ball onto the net.
- 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”.
- Players must use any individual part of their body to hit the ball.
- If the ball is hit directly into the rim, or bounces and lands back on the net or rim, the rally ends and the non-hitting team wins the point.
- After the serve, any unusual bounce (i.e. pocket) that does not contact the rim is legal and playable.
- 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. If teams cannot determine the legality of a hit, replay the point.

// INFRACTIONS (Scoring)

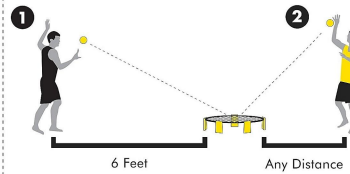
- Remember: Player safety is paramount.
- Defending players must make an effort not to impede the offending team’s possession or play on the ball.
- If an offender collides with a defender, or a defender’s position prevents a makeable offensive play on the ball, the infringed player may call “hinder” to force a replay of the point.
- If during a possession (or en route to the net), the ball contacts a defender to prevent a makeable offensive play, the infringed team may call “hinder” to force a replay.
- The following infractions cause a loss of point:
 - A defensive player attempts to play a ball out of turn.
 - A player hits a shot off the net which subsequently hits himself or his teammate.
 - If the defensive team has no play on the ball, they should cede the point to the offense.
 - A player makes contact with the spikeball round-net set, moving the set from its original position or affecting the trajectory of the ball.

SET UP



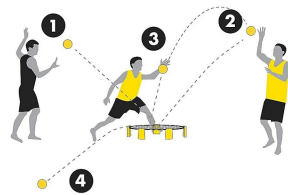
SERVE

A point starts with a serve. The server stands 6 feet away from the net, directly across from the receiving player.



PLAY

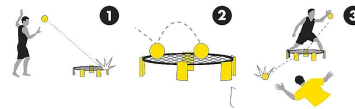
Just like volleyball, the receiving team has up to three alternating hits to return the ball onto the net. When they do, possession changes to their opponent.



SCORE

Points are scored when:

1. The ball hits the rim or ground.
2. The ball doesn't bounce off the net in a single bounce.
3. A team can't return the ball onto the net.



// START OF PLAY

1. Team captains will play rock, paper, scissors. The winner can choose to serve first or defend first.

// Roster

1. Team sizes for spikeball are between 2-4 players.

- Team sizes may only be 2 total IF prepaying for the whole team. (As this is a multi-week league, this is to prevent forfeits due to people occasionally having to miss a match.)
- You may not switch players mid game.

2. In a scenario where only one player on a team can make the match - a substitute is only allowed if they are playing in a current Jax Fray league. If there is a substitute who is not currently playing in a Jax Fray league, the game will be counted as a forfeit but may still be played.

// Serving

1. The initial serving team decides which player from their team will start as the server. The server will start to the right of their partner. That player continues to serve until the receiving team wins a point. If the serving team wins the point, the server switches places with their partner.
2. If the receiving team wins the point, the next designated player serves according to the initial sequence. Otherwise, the server switches places with his/her partner and serves to the other receiving team member.
3. The receiving team sets their position first. The server stands 180 degrees across the designated receiver--the only player allowed to field the serve.
4. Serves may be struck with any amount of force; short serves are allowed.
5. If a server serves two faults, the receiving team wins the point.

Violation of **ANY** of the following rules is a fault:

- The server must toss the ball upward at least 4 inches.
- If the server tosses the ball, he/she must hit it. Dropping, catching, or swinging at and missing a toss all count as a fault.

// Referees & Sportsmanship

Generally, Standard Spikeball Rules will be followed.

1. Spikeball is a self-regulated game that relies on the Honor System. Teams and players are responsible for calling their own faults during play. If a fault occurs, you are

expected to call it as such. While referees may at times call a fault, a lack of a call by a Referee does not remove your obligation to abide by the Honor System.

4. League officials have the authority to eject anyone before, during and immediately after any match if they feel it is warranted.

5. All decisions made by referees are final.

// Equipment, Uniforms & Facility Use

1. All equipment will be provided by Jax Fray, including game balls and nets. You are more than welcome to bring your own balls and nets as well!

2. Players should make every effort to wear the official Fray division shirt.

3. Players can play barefoot or with closed toed shoes.

4. If an individual or team violates the facility's Code of Conduct, they may be asked to leave and a refund will not be issued.

// Playoffs & Standings

1. Playoffs are determined after the regular season has concluded and are based on scheduling and other league logistics. Playoffs are not guaranteed.

2. Standings are sorted based on teams' Win-Loss-Tie record. If there is a tie in the standings, we sort based on the following information in order until the tie is resolved:

*Head-to-head matchups

*Score differential

*Points For

*Points Against

// Forfeits

1. Teams have until 10 minutes past the designated start time to field the minimum number of players. The 10 minute grace period is considered part of the overall game

time. If a team is unable to reach the minimum number of players, the game will be deemed a forfeit.

***First Forfeit** – Loss of game and warning issued

***Second Forfeit** – Loss of game and Fray reserves the right to remove the team from playoffs.

***Third Forfeit** – Loss of game and removal from the league with no refund

2. In the case of a forfeit, the final score is recorded as 2-0.

// Weather Cancellations

1. One week is built into the end of each season

2. All players will be notified via email if games are canceled

3. If more than one weather cancellation occurs, Fray will try to find another week if possible to make up the games, but it is not guaranteed.

4. Should inclement weather or other factors limit normal scheduled game duration and more than half the game has been played, the game shall count as the full game