

All players **MUST** check-in with the supervisor prior to participation. Each player should verify his/her eligibility in one of the following ways:

- 1) Present his/her own, valid Gator 1 Card before each contest to be eligible to participate

OR

- 2) Have a registered IMLeagues.com profile and be part of the team's roster. The participant must verify his/her UF Gator 1 status OR show a government-issued photo ID to be eligible to participate.

NO EXCEPTIONS!

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Infirmary before participating in Intramural Sports.

GAME TIME IS FORFEIT TIME

A team forfeits when they fail to have any players legally signed in and properly attired to play at the scheduled game time. If a team has less than the minimum number of players, but at least one person legally signed in and properly attired to play, a team will be given ten minutes from scheduled game time to reach the minimum number of players needed to begin a contest. Participants will not be given warm-up time for showing up after scheduled game time. Please refer to the Participants Guide for more information.

Spikeball will be self-officiated. Teams are responsible for keeping their spectators under control. Spectators must remain in the designated seating area. Misconduct of spectators, players or coaches can result in an ejection or forfeiture of the match.

I. The Game

- 1.1 Teams will consist of two players.
- 1.2 The first team to reach at least 21, win by 2, will be declared the winner. Point cap is 25.
- 1.3 Opposing teams line up across from each other with the Spikeball set in the center.
- 1.4 The ball is put into play with a serve.
- 1.5 Once the ball is served, players can move anywhere they want – there are no sides and no boundaries.
- 1.6 The object of the game is hit the ball onto the net so that the opposing team cannot return it.
- 1.7 Each team is allowed up to three hits to return the ball.

II. Scoring

- 1.1 Rally scoring, games are to 21, win by 2.
- 1.2 Switch sides after one team reaches 11.
- 1.3 Hits must alternate between teammates.
- 1.4 Points are scored when:
 - 1.4.1 The ball does not bounce off the net in a single bounce.
 - 1.4.2 The ball hits the rim of the net.
 - 1.4.3 The ball hits the ground.
- 1.5 If a player hits a shot off the net then the ball hits their teammate, or themselves, they lose a point.
- 1.6 You may use any part of your body to hit the ball (but you may not use two hands to contact the ball).