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) The participant must verify his/her UF status on Gator 1 Central 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 is self- officiated. Players must play using the honor code system. Teams are responsible for keeping their spectators and players under control. Misconduct of spectators, players or coaches can result in assessment of an ejection or forfeiture of the game. Spectators must also remain in the area designated by the supervisors. The supervisors shall have the power to make decisions on any contested calls, matters or questions not specifically covered in the rules. Supervisors also have the right to use creative measures in order to control the conduct of players or spectators. All decisions made by supervisors are final, such as if a supervisor has given multiple warnings and the behavior is not corrected, a team may be penalized by playing down a player for three minutes.

I. The Game

1.1 Teams will consist of two players.
1.2 Teams will play a minimum of 2 rounds and a maximum of 3 rounds. The team that wins 2 out of the possible 3 rounds will be declared the winner of the match.
1.3 The first team to reach at least 21 will be the winner of the round. The team must be ahead by 2 points when they reach 21 to win the round. If the score is 21-20, the round will continue until one of the teams is ahead by 2 points or until the 25-point cap is reached. Whichever team reaches the 25-point cap first will be declared winner of the round.
1.4 Opposing teams line up across from each other with the Spikeball set in the center.
1.5 The ball is put into play with a serve.
1.6 Once the ball is served, players can move anywhere they want – there are no sides and no boundaries.
1.7 The object of the game is hit the ball onto the net so that the opposing team cannot return it.
1.8 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).

(Revised 2020)