



Adult Spike Ball League Rules

Revised: 01/2022

Captains please go over the rules with your team.

COVID-19 Rules & Guidelines To maintain the spread of COVID-19 and provide a safe environment for players, spectators, and staff. Please adhere and follow the requirements listed below.

- Participants, Coach's, and spectators should always self-monitor and check temperature at home prior to attending games. Noticeable **concerns include: coughing, shortness of breath or difficulty breathing, chills, abnormal muscle pain, headache, sore throat, loss of taste or smell, diarrhea, feeling feverish or a measured temperature greater than 100.3 degrees.** If any individual does not feel good or is showing any symptoms mentioned above. Please stay home!
- Any individual whom has experienced any related symptoms or has been exposed to someone that has tested positive or tests positive CANNOT ATTEND games until they have followed the recommendation of the CDC and are cleared. The individual MUST contact the Athletic staff immediately.
- DPARD will send out notifications to the captain which should be shared with the whole team if a player tests positive for Covid-19.
- Please arrive no earlier than 15 minutes prior to your game. When games end, players and spectators should exit the facility immediately. Please do not congregate inside complex. If you must wait for your double header game, please wait in car or come back closer to game time.
- Please avoid communal coolers. It is recommended that players and managers bring their own beverages to reduce the spread of COVID-19.
- Masks are recommended but not required. Please practice social distance from one another.

General Information

1. Participants must have a valid photo ID with them at all times.
2. The City of Denton Spike ball league is governed by the rules of USA Spikeball and the following modifications.
3. Each team shall designate to the DPARD Staff a team captain for the contest. The captain is required to sign the scorecard at the end of each game verifying the final score, and that all participating players have been checked in.
4. Schedules can be found at www.teamsideline.com/denton
5. **Rainouts:** The field condition line is **(940) 349-8276**, and will be updated by 4pm during the week and 9am on weekends if field conditions are questionable. If games are called due to weather, no one is allowed on the fields for practice or scrimmage. League discretion means that at 4pm the fields are playable, and if games were to be canceled it would not be until the umpires make the call at the fields. Please do not call the Athletics' Office to find out game status. If games are called at the fields, then everyone is to exit the complex immediately. One week of rainouts will be rescheduled and played at the end of the regular season schedule and before the playoffs are set to begin in your division. **Excessive rainouts: if more than one week is rained out, games will be made up on other days of the week during the season before playoffs. Partial credits or refunds will not be given if your team is unable to attend the makeup games.**

Team Rosters

1. A team consists of 2 players.
2. The maximum number of players on any roster is 4.
3. A player cannot be on two or more team rosters within the same division.
4. Rosters must include email, phone number, and signature of each player participating.
5. **Rosters must be turned in to the DPARD staff member at your First Game! Failure to turn in roster by the first game with all signatures will result in a forfeit.**
6. If a protest occurs all players must provide a valid picture id that matches their name on the roster. If the protest finds a player that is not listed on the official team roster the team must forfeit any game the player participated in.
7. Players must be at least age 18.
8. If ejected from a game, a player must leave the complex. The player may not play for the remainder of that game as well as the game the following week.

Equipment and Uniforms

1. Players must wear athletic apparel with no exposed metal.
2. Baseball style hats, bandannas, and sunglasses are not permitted. No other types of headwear with knots or dangerous material are allowed.
 - Religious Headwear – In the event a participant may not expose his/her uncovered head, the Athletics Supervisor may approve a covering or wrap which is not abrasive, hard, or dangerous to any other player and which is attached in such a way it is highly unlikely to

- come off during play. Hard items including, but not limited to, beads, barrettes, and bobby pins are prohibited. Participants must receive approval for headwear prior to participating.
3. NO casts/splints under any circumstances and all pads/braces must be below the waist. Players who wear a knee brace with exposed metal or metal hinges are required to cover it with padding or foam at least ¼ inch thick.
 4. Players may NOT wear any exposed jewelry of any type.
 - Medical Alert and Medical Treatment Religious Medals – Medical-alert and medical treatment religious medals are not considered jewelry. Religious medals must be taped and worn under the uniform. Medical-alert medals must be taped and may be visible. The wearing of a religious medal must be approved prior to participating in any contest.

The Game

1. A match consists of winning two out of three games.
2. A game is won when a team scores 21 points and has at least a two-point advantage over the opposing team. No game shall exceed 25 points. If the teams are tied at 24-24, the first team to score the 25th point shall be declared the winner.
3. All games will use the rally point system with a point awarded on each service or awarded side out. Winners are determined as described above (first to 21, win by 2, cap at 25).
4. Teams switch sides once one team has reached 11 points.

Time-outs

1. Each team is allowed (1) one 45-sec time-out per game.
2. Time-outs do not carry over to the next game.

No Show

1. Game time is forfeit time.

Substitution

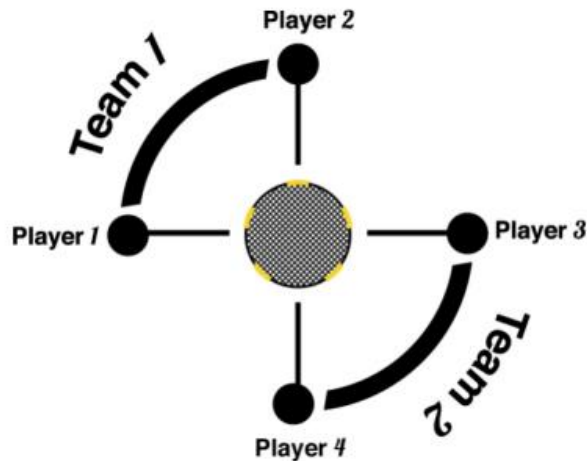
1. Substitutions can be made by the serving team at any time during the game.
2. Either team can sub during timeouts.

Service

1. The receiving team sets their position first and the server stands directly across from the receiving player.
2. Only the designated receiver can field the serve – all players not fielding the serve must be 6 feet from the net.
3. Service may be underhand or overhand. The ball must be tossed up from the server's hand before it is hit; it cannot be hit directly out of the server's hand.
4. Serves must be below the receiver's raised hand. If the ball can be caught by the receiver, it has to be played. If the ball is too high, the receiver must call "let" before their teammate touches the ball. The serving team has one more try to serve. If the serving team cannot hit a legal serve on the second try, they lose the point. If the receiver does not call "let", play continues.
5. The ball must come cleanly off the net on a serve. If the ball takes an unpredictable bounce, the receiver must call "let" before their teammate touches the ball. The serving team has one more

try to give a clean serve. If the serving team cannot hit a legal serve on the second try, they lose the point. If the receiver does not call “let”, play continues.

6. After a server wins the point, they change positions with their teammate, so they are directly across from the other member of the receiving team.
7. The four players serve in the same sequence throughout the match, changing the server each time a rally is won by the receiving team.
8. The home team on the schedule has the choice of service or side of court. The team not serving first in the first game shall serve first in the second game. Service for the third game will be determined by a coin toss.



General Rules of Play

1. If the ball double bounces on the net or contacts the rim or the ground at any time, it is a point for the other team and a change of possession. There are only “lets” on the serve. After the serve, if the ball does not hit the rim, play it regardless of how it bounces.
2. A legal hit is contact with the ball by any part of a player’s body, including the head, which does not allow the ball to come to rest even momentarily.
 - The ball must be clearly hit: throwing, lifting, or shoving the ball are illegal.
 - The ball may contact a player’s foot and be a legal hit.
3. **You cannot hit the ball with two hands** – this includes putting hands together while contacting the ball with your hands.
4. A team has three hits to return the ball over the net. One player may not hit the ball twice in succession.
 - Exception: A player may have successive contact (except in the setting motion) when making the first play on the ball.
5. Defensive players must make an effort to get out of the offensive team’s way. If a member of the defensive team is in the way of a play on the ball, the player being blocked must call “hinder” and replay the point. The offensive team must have a legitimate play on the ball to call “hinder.”
6. 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 ball to call “hinder.”
7. Players cannot attempt to play the ball if it is not their turn.

8. If a player hits a shot off the net then the ball hits their teammate, they lose the point. If a player hits a shot off the net then the ball hits himself/herself, they lose the point.
9. Players cannot make contact with the Spikeball set that causes it to move or affects the trajectory of the ball in any way. If the contact does not cause the set to move or affect the trajectory of the ball, play continues