



## **WEST HAVEN PARKS & RECREATION SUMMER SPIKEBALL LEAGUE**

**West Haven adapted rules and regulations are intended to create a balance of play, an atmosphere of sportsmanship and fair play, and to emphasize skill without limiting freedom of individual or team play. Spikeball Roundnet Association Rules will be used unless referenced below. West Haven Parks & Recreation reserves the right to establish guidelines for any and all rules or infractions not covered in the league rules.**

**West Haven Parks & Recreation Mission:** *The West Haven recreation department strives to enhance our residents' quality of life by providing leisure opportunities which help facilitate the development of rewarding lifetime skills and interests.*

### **Participant Information**

The recreation Staff will have complete authority to administer the program and decisions and adjustments as they see fit for the league setting. Their decisions are final.

### **Field Supervisor**

The field supervisor is on site to monitor games, answer questions, clarify rules, monitor participant behavior, record final scores, and collect equipment at the end of the night. His/her decisions are final.



### **Officials:**

1. Games are self-officiated per the rules.

Players:

1. Rosters:
  - a. Only players on your official team roster may practice or play in games.
    - i. EXCEPTION: Teams borrow players from other team within same division to avoid forfeit provided opposing team agrees.
    - ii. Contact league coordinator if you're going to be short on players for a game so they can approve subs.
  - b. Minimum 2 players per roster / Maximum 4
2. Participation:
  - a. 2 vs. 2
  - b. Coed

### **Logistical Information**

#### **Player Uniform:**

1. There are no uniform requirements
  - a. No jewelry
  - b. No earrings

#### **Game Equipment:**

1. Ball used: official spikeball
2. Games will be played on official Spikeball Net

#### **Game Location:**

TBD



### **Start of Play:**

1. 4 players are required to start the game 2 vs. 2
2. Deciding serve
  - a. One game – the winner of a coin flip.

### **Duration of Games:**

1. Length of game
  - a. 1 match is 3 games total
  - b. Each game is won by scoring 21 points with a 2-point lead
  - c. Tied games have a hard cap of 25

### **Score and Standings:**

1. *Standings are kept based on total points earned during the season.*
  - a. *Each game is worth one point*
  - b. *Forfeited games count as two points for other team*

### **General Rules:**

#### **1. Playing Format**

- a. *Deciding Serve/Receive & starting positions - The winner of coin flip decides*
- b. *Playoff's the higher seed gets to decide to serve/receive & starting positions*
- c. *To score a point – Points can be scored by serving or receiving team. A team scores*  
     *When:*
  - I. *The opposing team fails to legally return the ball to the set*
  - II. *The opposing team commits a point-loss infraction.*
  - III. *The opposing team's server had two successive faults*



*d. Replay – A point is replayed when:*

*I. Teams disagree of legality of a hit*

*II. Teams disagree on an infraction*

*III. Certain types of hinders occur*

*iv. There is outside interference (i.e. a player, ball, or other object outside the match impedes on the game)*

*v. If a point is replayed after a legal serve is hit, the game resumes at the same score, player positions, and serving order. The*

*server will start on their first serve. If a point is replayed because the teams cannot agree on the legality of the serve, the game resumes at the same score, player positions, serving*

*order, and fault count.*

*e. Rally- A rally is a sequence of playing actions between the moment the serve*

*is hit to the moment the ball is out of play.*

*1. If the serving team wins a rally, they score a point & keep serving*

*2. If the receiving team wins a rally they score a point & must serve next*

*f. To win a team must score 21 points with hard cap of 25 points*



## **2. Positions:**

- A.** The four players start set up in four positions around the set, 90 degrees apart. Teammates are located next to each other. All players must start with with their entire body at least 6 feet from the set.

- B.** The established positions should be used for the duration of the match.

typically, the positions are parallel and perpendicular to the orientation of the field. Once the serving team is set, the receiving team positions their players.

- C.** *The receiver is the player that is positioned 180 degrees across from the Server. Once the server is set the receiver may adjust their position, and is Free to move anywhere without distance restrictions*
- D.** *Only the designated receiver can field the serve*
- E.** *The other two players may only move from their positions once the ball is hit by the server.*
- G.** *If the serving team wins the point, the server switches positions with their partner and serves to the other member of the opposing team.*
- H.** *After every 5 points players rotate one position counterclockwise to equalize conditions.*
- I.** *If a non- receiving or non-serving player takes a step before the ball is hit by the server, they lose the point. In the case where both non-receiving and non-serving player before the ball is hit by the server, the team that moved first will lose the point. If the infractions happen simultaneously the point will be replayed.*



### **3. SERVING:**

#### **A. Characteristics of the serve:**

- I.** All parts of the server's body and the ball must be behind the 6 foot service line when the ball is struck.
- II.** Before serving, the server must set their feet.
- III.** At least one foot must maintain a single point of contact with the ground until the ball is struck.

**IV.** The server may take one step in any direction. The action establishes the pivot foot. Once the non-pivot foot touches the ground, that foot must also maintain one point of contact

**V.** The ball must travel at least 4 inches away from the point of release before it is struck.

**Note:** the spirit of this rule is to make sure that the receiving team can tell that the ball has been released and can see that it has been legally struck. If neither of these aspects are in question then the toss is aligned with the intention of the rule.

**VI.** Serves must be struck. The ball cannot be caught or thrown.

**VIII.** Serves may be struck with any amount of force; short serves are allowed.

**IX.** Serves may not pass higher than the palm of a receiver's straight-up extended hand. There is no limit to the angle at which serves can be hit.

### **4. Service Faults:**

**a.** 1 service point is allowed per point

**b.** Characteristics of service fault

- I.** The ball is struck before traveling 4 inches away from the point of release from the server's hand.
- II.** The ball is struck from within the 6-foot service line.
- III.** The ball is caught or thrown



- IV. Any part of the server's body contacts the within the 6-foot service line before the ball is struck. If the server hits the ball with one foot while airborne, that foot must contact the ground at least 6 feet from the net before further movement. Any contact with the line is a violation.
- V. The server does not maintain one point of contact with their pivot foot.
- VI. After taking a step the server does not maintain one point of contact with their Non pivot foot.
- VII. The ball's trajectory changes due to proximity to the rim, without contacting the Rim.
- VIII. (I.e., pocket) Exception: If the ball hits near the server's side of the net, commonly called a near net, it typically bounces low and hard without a change in Direction. This is a legal serve.
- IX. The ball's initial contact with the set hits the rim or legs directly.
- X. The ball lands completely on the netting & subsequently rolls into the rim & Up
- XI. While standing straight up, the ball is higher than the receiver's straight up extended hand. If a serve hits palm of a straight-up extended hand it is good. If it hits the fingertips of a straight-up extended hand it is too high.
- XII. The ball misses the set entirely.

### **5. Playing the Ball**

- A. A hit is any contact with the ball by a player.
- B. A team is entitled to 3 hits alternating between players.
  - I. If teammates touch the ball simultaneously it counts as 2 hits. Ethier teammate may hit the ball next.
- C. The ball must be struck, not caught or thrown down.
- D. Illegal hits on the net:



- I. If ball's initial contact hits the rim or legs directly.
- II. Ball bounces multiple times on the net or side set on way down.
- III. Ball has a prolonged roll along netting.

E. Pocket – during a rally, any shot that changes the trajectory of the ball due to the ball 's proximity to the rim, without contacting the rim (I.e., Pocket) is legal.

**NOTE- This is not legal on a serve.**

## **6. Hinders**

A. The players whose turn it is to play the ball are entitled to freedom from interference by the opponents.

B. A player encountering a possible hinder has the choice of continuing play or of stopping play.

- I. Player must immediately say "hinder"
- II. If hinder occurred, and the opponent made every effort to avoid interference the point shall be replayed
- III. If the offender did not make every effort to avoid interference, the point is awarded to the hindered team.





### **Sportsmanship & Behavior**

**Unsportsmanlike actions before, during, or after games may result in suspension from the league up to and including a lifetime suspension and/or legal charges.**

- A. Behavioral Policy:** If a player engages in conflict, verbal or physical with another player, spectator or a Parks & Recreation representative they shall be punished accordingly including ejection from the game & further suspension.
- B.** If one or more additional players from either team engage in the conflict, the game may be called & the full team will be placed on suspension and issued a forfeit for however many games are missed due to the suspension.
- C.** The severity of the suspension will be determined by the Site Supervisor and the league's Program Director. All decisions made are final & not appealable.
- D. Profanity:** One warning shall be given. A second noted incident of the use of profanity will not be tolerated and will result in disqualification from present and future play.
- E.** Teams will be allowed one forfeit throughout the season. If a second forfeit occurs the team will be removed immediately from the league.

**PLAYER NAME :** \_\_\_\_\_

**DATE:** \_\_\_\_\_