



Spikeball Rules

To begin, teams line up across from each other with the Spikeball net or roundnet in between them. The serving team hits the ball into the net towards the opposing team. The goal on the serve is to hit the ball towards the opposing team in a manner where they cannot return it. If they cannot return the serve then the serving team gets a point. Each team is allowed up to 3 touches in order to return the ball into the net. It is not required that you hit the ball all 3 times. Each time the ball hits the net possession switches to the other team. The rally or volley continues until one team cannot return the ball into the net. Spikeball uses rally scoring, so points can be won by either team regardless of who is serving. Games must be won by 2 points. We will get into more details below, but this should be enough to get you started playing the game of Spikeball.

Spikeball Equipment

The ball used in Spikeball is a lightweight, plastic bouncy ball (usually color yellow) and is a little larger than a softball and significantly smaller than a volleyball. The actual size is 12" circumference. The Spikeball set comes with a measuring device, so you can be assured that your ball is inflated properly. The Spikeball net looks like a miniature trampoline that is raised up about 8" off the ground with a diameter of 36". The tension on the net should be consistent all the way around and can be adjusted by pulling the net tighter where needed. To test to see if the net is properly set up, drop a ball from 5 feet high into the center of the net. The ball should bounce back up 1 foot.

How to Score in Spikeball

Games are typically played to 21 points, but shorter games can be played to 11 or 15 if you want. Regardless of what score you are playing too, you must win by 2 points. Points are awarded on every serve regardless of what team serves the ball.

Points are awarded in Spikeball when:

- The ball hits the ground
- The ball is hit directly into the rim.
- The ball rolls across the net instead of bouncing
- The same player hits the ball more than 1 time in a row
- A player catches or throws the ball instead of hitting it cleanly
- The ball bounces back and hits the net
- If the server faults twice in a row.



* The ball may only be touched by one hand and it cannot be carried or held at all.

Terms used in Spikeball

What is a roll-up or a pocket in Spikeball? A Roll-Up or Pocket is when the ball makes contact with the net and then proceeds to roll up into the rim. If this occurs during a serve it is a fault and the serving team can serve again. If a roll-up or Pocket happens during regular play the rally continues.

What is a rim shot in Spikeball? A Rim occurs when the ball is hit directly into the rim and not the net. Play stops when the ball hits the rim and the opposing team gets the point.

What is a near-net serve? A near net serve is when the ball is hit into the servers side of the net and has almost no bounce. This is a legal serve as long as it doesn't roll across the net.

Spikeball Faults

- You cannot serve the ball directly out of your hand. It must travel at least 4" from your hand before hitting it.
- The player serving the ball must be at least 6 feet from the Spikeball net when serving.
- The server may only pivot one step in any direction and cannot move sideways during the serve.
- The server may not jump toward the net while serving. Both feet need to be behind the 6 feet serve line at all times.
- The serve must be within reach of the opposing team. This means if the opposing team cannot reach the serve without jumping, they can call a fault and the serving team can serve it again.
- The ball hits the rim at any time.
- The ball hits the pocket on the serve.
- The defending team gets in the way or hinders the opposing team from getting to the ball. All hinders are replayed.
- Any player makes contact with the Spikeball roundnet during play. The team that makes contact with the new loses the point.