

Spikeball

Origin

Spikeball was invented by Chris Ruder in 1980 but has just recently become a nationwide activity after appearing on the ABC show *Shark Tank*. The game is very similar to beach volleyball with a few exciting differences. The game uses a round net on the ground to hit off of instead of a rectangular net to hit over and there are no boundaries! Spikeball's popularity is continuing to grow as tournaments and leagues are beginning to develop in larger scales.

Terminology

- **Ball:** The object manipulated by the players and used to score points.
- **Touch/Hit:** Legal contact of the ball using any part of the body
- **Spike:** A touch that results in hitting the ball off of the net. Can be with light or heavy force.
- **Server:** The player who initiates play for that point. Standing opposite of returner behind serving line.
- **Returner:** The player who is receiving the serve, standing opposite of the server, at any distance.
- **Serving Line:** Imaginary 6 foot line that surrounds the net.
- **Net:** The centerpiece of spikeball. The ball is played off of the net to change possession.
- **Rim** The support system of the net. Contacting rim results in an infraction.
- **Pocket:** Space between net and rim.
- **Infraction:** A violation of the rules. Results in a point for the opposing team.
- **Hinder:** Contacting another player making an attempt at the ball.

Skills

- Touch
 - Use any part of the body to touch the ball and pass to a teammate
- Spike
 - Contact the ball with the palm of the dominant hand.
 - Aim for net.

- Avoid hitting the **pocket or rim**.

Rules

1. Spikeball is played between 2 opposing pairs. (2 vs. 2)
2. Teams decide who will serve first.
3. To start play:
 - a. Teams must stand on **opposing sides** of the **net**
 - b. **Server** and **Returner** must stand **directly across** from each other
 - c. **Server** and all other players must be behind **Serving Line** (6') **EXCEPT**:
 - i. **Returner** can be **any distance** they choose from the **net**
4. **Hits**
 - a. Each team has **3 touches** before they must play the **ball** off the **net**
 - b. **Hits** must **alternate** between teammates.
 - c. The **ball** cannot be **touched** by two hands at once or contacted twice **consecutively**.
 - d. Once the **ball** hits the **net** the other team **has possession** of the **ball**.
5. Scoring
 - a. **Rally scoring** – games are to 21, win by 2
 - b. Teams switch sides after one team reaches 11
 - c. Points are scored when:
 - i. The **ball** does not bounce off the **net** in a **single bounce**.
 1. **Ball** must clear the **rim** in order to be good.
 - ii. The **ball** hits the **rim**.
 - iii. The **Ball** hits the ground.
6. **Infractions**
 - a. Defensive players must **make an effort** to get out of the offensive team's way. If they do not, the offensive team may call a **hinder** and the point is replayed.
 - b. If a player's **spike** goes off the net then the **ball** hits **their teammate**, **or themselves**, they lose the point.
 - c. If any player makes contact with the **net** that **moves the net** or **affects the trajectory** of the **ball**, they lose the point. If the contact **does not** move the **net** or affect the trajectory of the **ball**, **play on!**

Strategies

- **Hits**
 - Make passes **near** the **net** in order to set up your partner for a **Spike**.
 - Passing directly to your partner, away from the **net**, will usually **make things harder**.
- **Spikes**
 - Be aware of where your **opponents** are and try to hit it where they are not.
 - Aim close if they are far.
 - Remember there are **no boundaries**.
 - **Spike** at **an angle** to make it harder for your opponents.

- **Spiking** straight down gives your opponents more time to play.
- Scoring
 - State your score before every point to help keep track.