Intramural Sports
Spikeball Rules
Cost: $10 per team

FORMAT
This is a 2-player tournament. The 3-day tournament will be held on May 6th, 7th, and 8th. Games will be played in the evening at the Arts Quad.

ELIGIBILITY
An individual may not, under any circumstances, play or register on more than one intramural team of the same division in this league, regardless of level of play. Participants are subject to the Intramural Sports eligibility rules as stated in the Intramural Handbook (Section VI.: Eligibility). Teams will be allowed to add new players to their roster throughout the season, including playoffs. All roster additions will be handled through IMLeagues.com or at the game site. If a participant registers at the game site, they will need to have created a profile by the time their game is played.

VALID CORNELL ID CARDS: Before anyone can participate, each player must present their Cornell picture ID when they check in at all events. NO ID = NO Play.

FORFEIT FEE
If a team fails to have the required number of participants at the scheduled match time, the opposing team who is present will take the win by forfeit at that time. No contest will be played.

Any team that forfeits one game will be charged a $10 forfeit fee.

RULES
Gameplay
- Prior to the serve, both teams must stand on opposite sides of the net, at least 5 feet from the frame.
- After the serve, there are no boundaries, players may use any side of the net to return the ball.
- A team is allowed up to 3 hits in order to return the ball to the other team.
  - The ball may be struck with any part of the body.
  - On the third hit, the ball must be hit into the net.
  - Hits must alternate players; one person may not hit the ball twice in a row.
- A point will be replayed if:
  - Teams disagree on the legality of a hit.
  - Teams disagree on an infraction.
  - A hinder occurs; when one player deliberately impedes an opponent’s progress to return the ball.

Serving
- The server must have his feet set prior to the serve, and may take one step in any direction prior to striking the ball.
- One player will serve until the opposing team wins a point.
- The serving team must alternate positions with their teammate after every point, so as to serve to both players on the opposing team.
- The serve will alternate between teammates after every change of possession.

Scoring
- A point is scored when:
  - The opposing team fails to legally return the ball to the net.
    - If the ball hits the frame, the point will be awarded to the opponent.
    - If the ball bounces twice on the net or frame, the point will be awarded to the opponent.
- If the ball strikes the ground, the point will be awarded to the opponent.
  - The opposing team’s server has two successive faults.
- The first team to 21 will win the match.
- Rally scoring will be in effect during this contest; points may be won on the opponent’s serve.

**RISK MANAGEMENT**

Cornell Recreational Services assumes no responsibility for injuries received during intramurals, special events, and other recreational activities. Participants have voluntarily decided to participate in this sport or activity and have knowledge of the nature and the extent of the risks. Participants are also aware that there are other risks of injury and illness, that may arise due to participation in this sport or activity and that it is not possible to specifically list every individual risk of injury. It is strongly recommended that all participants have a physical examination prior to participating. Any injuries or accidents occurring during recreational activities should be reported immediately to on-duty personnel. Participants with a health issue and individuals who are on medication are urged to confidentially inform the Director of Intramural Sports of their specific situation.

**ALCOHOL AND DRUG POLICY**

Individuals, teams, and spectators who arrive intoxicated, suspected of consumption, or possessing alcohol, tobacco, or other illegal substances will not be permitted to play and will be asked to leave the playing area. The game may be forfeited and the offending individuals immediately suspended. Cornell Recreational Services will not tolerate such behavior and will act in a manner that is prudent, with the safety of all participants the priority. Such individuals will be dealt with harshly, given a minimum of a 365-day suspension and will be subject to University disciplinary procedures.

**SPORTSPERSONSHIP STATEMENT**

Good sportspersonship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. Cornell Recreational Services reserves the right to suspend or disqualify groups or individuals for unsporting conduct at any time. Unsporting conduct before, during, and/or after a game (event) will not be tolerated.

Please read the Intramural Handbook. It is a written description of the regulations that govern the Intramural Sports Program. No matter what sport you play, these regulations govern your participation in our programs. It is imperative to the continuity of the program that all participants are aware of and abide by the regulations set forth by Cornell Recreational Services.

*All rules not specifically covered in this document will be enforced as Spikeball Roundnet Association Rules. All rules are subject to change by the Intramural Sports Professional Staff.*

If you have any questions regarding the Intramural Spikeball rules, please contact Scott Flickinger (Director of Intramural Sports) at (607) 255-8063 or e-mail: sf487@cornell.edu Schedules and results will be available on the IMLeagues webpage: imleagues.com/cornell