
Each player must present their own, valid LAKER ID Card before each contest to be eligible to participate.

- a) Any player caught attempting to use another person's ID Card will be ejected and ineligible for participation in any Intramural Sports for a minimum of four-months from the date that they meet with the Assistant Director for Intramural Sports.
- b) Students, faculty and staff who have paid their Recreation & Wellness fees and have a valid LAKER ID are eligible to participate.

NO EXCEPTIONS!

Students, faculty, and staff who are eligible for entrance into the Student Activity Center: Fitness Center are eligible to participate. Intramural Sports are **FREE** for all participants

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Health Care Center before participating in Intramural Sports.

Game time is forfeit time, however the team that is present shall choose to accept the 10 minute grace period before games are forfeited.

The officiating will be done by officials who are in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a technical foul, ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

I. Game Procedures

- 1.1 Two teams of two (four people total). Each team starts on opposite sides of the net.
- 1.2 Team one serves by hitting the ball off the net towards Team two.
- 1.3 Receiving team has up to three hits between the players before returning the ball to the net. (Do not have to use all three hits).
- 1.4 Rally scoring will be used. During rally scoring each serve there is a point awarded to the last team to legally hit the ball off the net.
- 1.5 A point is scored when one team cannot return the ball. This is called a side-out.
- 1.6 Teams will volley, flip a coin, or rock paper scissors for first serve.
- 1.7 Once the ball is served there is no longer "sides." Players can move freely around the net.
- 1.8 A team may serve any way they would like, as long as the initial serve is in the direction of the receiving team.
- 1.9 Opponents must to their best not to contact opposing players, if contact is made accidentally the point will be replayed, if done on purpose the point will be awarded to the other team.

II. Scoring

- 2.1 First team to 21 wins, must win by two. Best 2 out of 3 series.
- 2.2 The spikeball must hit the net cleanly for a point to be scored.
- 2.3 If your shot hits the rim it is known as a rimmer and is side-out (point to opposing team).
- 2.4 If your shot hits a pocket (on the net and rim at same time) it is a re-serve.
- 2.5 If the spikeball does not bounce off the net it is side-out (point to opposing team).
- 2.6 Using your body is legal (forearm or chest ex.) using your legs is not allowed.