**Spikeball Rules**

**During Play**

* Once the server strikes the ball, players may move anywhere they choose.
* Possession changes when the ball contacts the net. Each team has up to 3 touches per possession
* Determine a serving order which alternates players from the two teams

**Scoring**

* Games are typically played to **11**, **15**, or **21** (must be determined before start of game)
* Games must be won by two points
* The rally ends and a point is a point is awarded when:
  + The ball contacts the ground or otherwise isn't returned onto the net within 3 touches.
  + The ball is hit directly into the rim at any time, including on a serve.
  + The ball bounces and falls back onto the net or rim.
  + The ball clearly rolls across the net

**Serving**

* If the receiving team wins the point, the next designated player serves according to the initial order. Otherwise, the server switches places with his/her partner and serves to the other receiving team member (Keep the same serve)
* Serves may be struck with any amount of force; short serves are allowed.
* Servers get 2 attempts to create a playable serve
* If a server serves two faults, the receiving team wins the point. Violation of ANY of the following rules is a fault:
  + The server must toss the ball upward at least 2 inches.
  + If the server tosses the ball, he/she must hit it. Dropping, catching, or swinging at and missing a toss all count as a fault.

**Rallies**

* Consecutive touches by one player result in a loss of a point.
* The ball must be contacted cleanly, not caught, lifted, or thrown. Players may not hit the ball with two hands, even if placed together "volleyball style".
* Players may use any individual part of their body to hit the ball.
* After the serve, any unusual bounce (i.e. pocket) that does not contact the rim is legal and playable.
* A shot which lands on the net, rolls into the rim and then off the net (i.e. roll-up) is played as a pocket, not a direct rim hit.
* If teams cannot determine the legality of a hit, replay the point.

**Infractions**

* Defending players must make an effort not to get in the way the offending team's possession or play on the ball.
* If an offender collides with a defender, or a defender's position prevents an offensive play on the ball, the infracted player may call "hinder" to force a replay of the point.

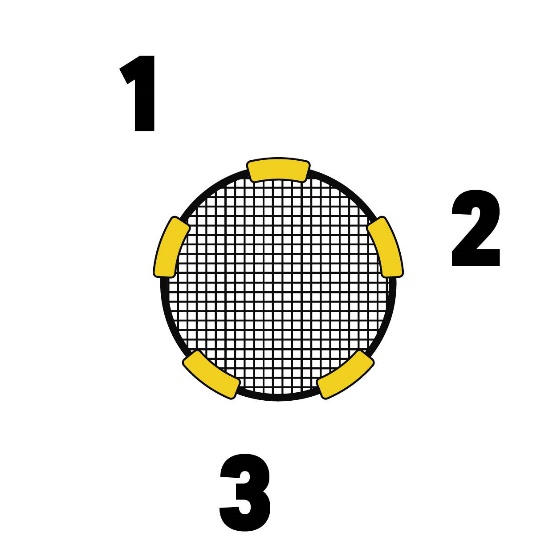
**Rules for people who like pictures**

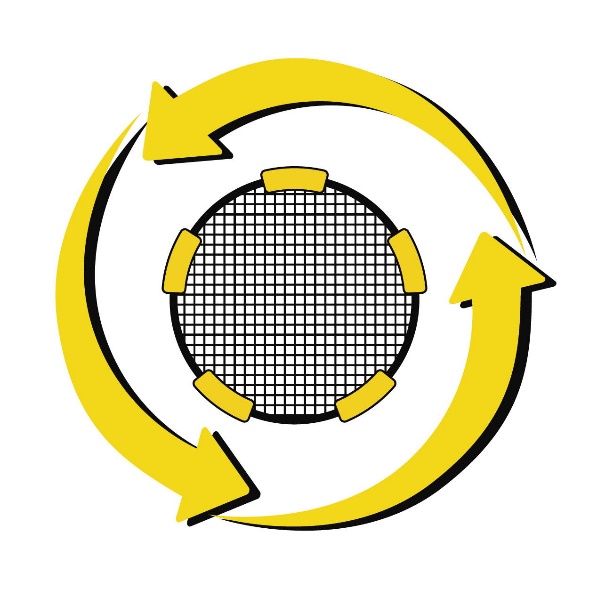
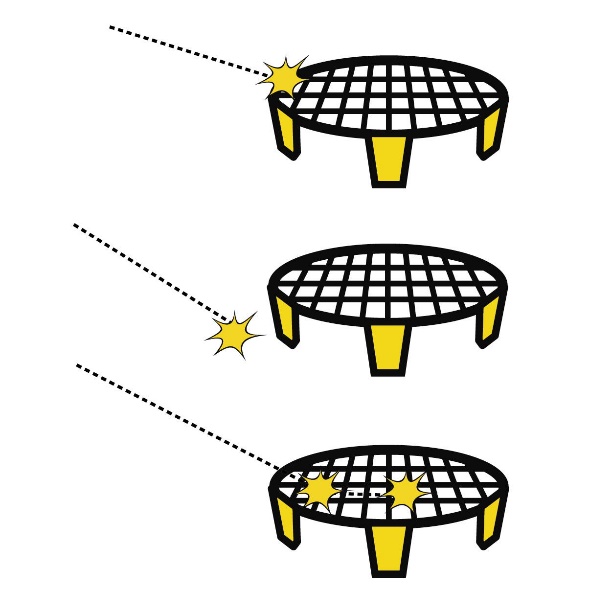
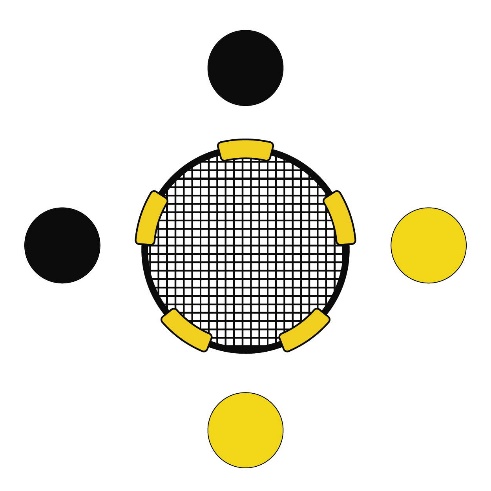
**3 Touch**

Players have up to three alternating touches to return the ball to the net

**2 vs 2**

Team 1 serves to Team 2 to start a point





**360 Play**

After the serve, players can move or hit in any direction

**Scoring**

Points are scored when the ball hits the rim, the ground, or bounces more than once on the net