

# Spikebuoy Rules

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Any rule and situation not specifically covered are subject to the [USA Spikeball](#) rules and the judgement and discretion of the intramural sports staff.

**All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules. When there is a conflict between the TTU IM Spikeball Rules and USA Spikeball Rules, the TTU IM Spikeball Rules shall take precedence.**

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## **Rule 1: Player Eligibility & Registration**

### **Player Eligibility**

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University may participate in intramural activities.
- ✓ Prior to each contest and event, participants must check in with a member of the IM staff.
- ✓ Players can compete for only one team. Once he or she signs in for one team, that player cannot transfer to another team for the duration of the season.
- ✓ Current and former professional athletes are prohibited from playing in their sport or related sport indefinitely.
- ✓ Intramural Sports Professional staff shall make the final decision on eligibility issues.

### **Registration**

- ✓ Teams should register on the TTU FusionIM site (recreation.tntech.edu) by the posted deadline.

## **Rule 2: Format & Team Composition**

### **Tournament Format**

- ✓ For the Fall Semester, the tournament shall be a single-elimination event.
- ✓ For the Spring Semester, a pool play section shall precede the postseason tournament. The overall number of registered teams will determine the number of pools and number of teams in each pool.
- ✓ Pool standings will determine a team's eligibility for the postseason tournament. The following criteria will determine the pool play standings: (1) number of wins, (2) sportsmanship, (3) head-to-head record, (4) point differential, and (5) coin toss.

### **Match Format**

- ✓ Each match shall be best two-out-of-three games.

### **Team Composition**

- ✓ Each team shall have a maximum of two players.

## **Rule 3: Playing Area & Equipment**

### **Playing Area**

- ✓ All games will be played in the Marc L. Burnett Student Recreation and Fitness Center Natatorium.

### **Spikeball & Net**

- ✓ The Intramural Sports Office shall provide the Spikeball equipment for competition.

### **Clothing & Equipment**

- ✓ All attire and equipment is subject to the approval of Intramural Sports staff. Any clothing or equipment that is deemed unsafe or illegal must be removed prior to competition.
- ✓ IM staff reserves the right to ask participants to remove or conceal clothing that, in the opinion of IM staff, displays offensive or demeaning language or imagery.
- ✓ Proper athletic attire is required. Non-athletic clothing including but not limited to jeans, dress pants, dresses, khakis, and blouses is prohibited.
- ✓ Footwear
  - Players are required to wear athletic shoes (e.g. basketball shoes, running shoes, tennis shoes).
  - Molded rubber cleats, molded rubber cleats with metal tips, and screw-in cleats with studs are allowed. Spiked cleats and screw-in metal cleats are prohibited.
  - Footwear including but not limited to boots, cleats, open-toed shoes, crocks, and sandals is strictly prohibited.
- ✓ Jewelry
  - Religious or medical items are not considered jewelry and must be taped against the body.
  - Jewelry (e.g. rings, earrings, necklaces, bracelets etc.) is prohibited and must be removed.
- ✓ Headwear
  - Players may wear knit or stocking caps, headbands, and hair control devices made with soft and non-abrasive material.
  - Headwear including but not limited to baseball caps, bandanas with knots, hard plastic hair devices, bobby pins, and safety pins is strictly prohibited.
- ✓ Pads/Braces
  - Players may wear braces covered with soft, pliable material and free of any sharp edges.
  - Casts and other equipment made of hard, unyielding materials may not be worn above the waist.
- ✓ Blood
  - Participants that are bleeding, have an open wound, and/or have an excessive amount of blood on the uniform must leave the field. The bleeding must be stopped, the open wound must be covered, and/or the bloody uniform must be changed before the player can return to the game.

#### **Rule 4: Defaults, Forfeits, Grace Periods, & Protests**

##### **Defaults**

- ✓ A default is an unplayed game without penalty (e.g. being dropped from the league).
- ✓ To receive a default, the team captain or representative must notify the Intramural Sports Office by 2:00 PM on the day of the contest.
- ✓ In order to verify that the request is legitimate, the team captain or representative must notify the Intramural Sports Office via e-mail or in person. Phone calls will not be accepted.

##### **Forfeits**

- ✓ A forfeit is failing to field a team without contacting the Intramural Sports Office.
- ✓ If a team forfeits its first game of the season and fails to contact the Intramural Sports Office, that team may be dropped from the league and replaced with a team on the waiting list.
- ✓ Any team that forfeits a game without attempting to notify the Intramural Sports Office will be ineligible for the playoffs.
- ✓ A second forfeiture may result in being dropped from the league.

##### **Grace Period**

- ✓ If at least **one** team member has signed in, the team will be granted a five-minute grace period.
- ✓ Once both players are present to start the game, the team must start when directed by IM staff.
- ✓ A team may not wait for additional players once the minimum number of players has been reached.

- ✓ If no players are signed in at game time and the Intramural Sports Office has not been contacted, the game will be declared a forfeit.

### **Protests**

- ✓ Intramural Sports Graduate Assistants and Professional Staff will consider eligibility protests.
- ✓ During the contest, teams must resolve game-related issues as games are self-officiated.
- ✓ Teams may protest player eligibility.
  - When protesting player eligibility:
    - *Regular season:* The eligibility of any player may be protested at any point during the regular season (e.g. before, during, and after the contest; anytime during office hours)
    - *Postseason:* Player eligibility must be protested before the start of the contest. Protests made after the start or end of the game will be not recognized.

### **Rule 5: Timing**

#### **Game Length**

- ✓ There is no time limit for TTU IM Spikeball matches.

#### **Mercy Rule**

- ✓ There is no mercy rule for TTU IM Spikeball games.

#### **Scoring**

- ✓ The first two games shall end when a team reaches fifteen (15) points with at least a two-point advantage. The first and second games shall continue past fifteen (15) points until a team has at least a two-point advantage, or a team reaches twenty (20) points.
- ✓ During a tiebreaker game, the first team to eleven (11) points shall be declared the winner of the set. The game shall continue past eleven (11) points until a team has at least a two-point advantage, or a team reaches fifteen (15) points.

### **Rule 6: Playing Rules**

*TTU IM Spikeball is self-officiated. Players should review the official rules and honor the legitimate calls of their opponents. If necessary, the Intramural Sports Office will settle disagreements between teams.*

*Please click the following link to view the [Official USA Spikeball Rules](#).*

#### **Out of Bounds**

- ✓ The ball will be considered out of bounds if the ball is hit out of the pool.