SPIKEBALL GAME RULES[i]

GOAL

Two teams (2 by 2) face each other and the goal is to pass the ball and make it harder for the opponent to return the ball.

THE GAME

START - The game begins with one team serving the ball by bouncing it off the net. The player serving may stand no closer than 180 cm to the net, while the opponent receiving the ball can stand anywhere.

Once the ball is served the players are free to move and the distance to the net does not matter, this may be as close or far from the net as possible.

FOLLOW-UP - Once the ball hits the net, it is the other team's turn and the team that served the ball cannot do anything until the opponent plays the ball through the net.

Once a team gets the ball, they may strike 3 times before playing the ball back to the other team. The last stroke must go through the net before the ball is played back to the opponents.

If the team in possession of the ball at that time cannot pass it in 3 turns, the other team scores a point.

Players continue the game until:

- One of the teams cannot play the ball
- When the ball bounces on the net more than once
- When a player touches the ball twice

POINTS

The game is played until one of the teams reaches 21 points.

On each serve, a team receives a point based on the following rules:

- If the served ball hits the **ground** instead of the net, the opponent gets 1 point
- If the ball hits the **rim**, the opponent gets 1 point
- If the ball bounces on the **net more** than **once**, the opponent gets 1 point
- If the ball **rolls** on the net instead of bouncing, the opponent gets 1 point
- If a player **catches, carries, or strikes** the ball with **two hands** instead of one, the opponent gets 1 point
- If a player hits the ball **double** or **multiple times** in a row, the opponent gets 1 point
- If a player **fouls twice** in a row, the opponent gets 1 point

FOULS

- When serving the ball, the player must be **180 cm** away from the net. If not, this is considered a foul. If the server repeats this twice, the opponent scores 1 point.

- The server cannot serve the Spikeball straight from the hand. The ball must be thrown at least **5 cm** in the air before they can serve it.

- **Catching** the ball, **dropping** the ball or **missing** the ball at any time during the game counts as a foul. If this happens twice in a row, the opponent earns a point.

- While serving, you may take a step forward, but you may **not** move **sideways**. Otherwise, this is considered a foul.

- Hitting the **rim** at any point in the game, while serving or playing, is considered a foul. Repeating this will earn the opponent a point.

- The players of a team may **not block** their opponents from getting to the ball. If they do, they must replay that part and there must be a free pass on the ball.

- When serving the ball, the server must pass the ball to the other team in such a way that the opponent can reach the ball without having to **jump** for it. If the server strikes the ball **higher** than the opponent's outstretched arm, this is a foul.

- Dit wordt ook als fout gezien. When the ball hits the net when serving, but then **rolls** to the opponent instead of bouncing, it is called a "**pocket**". This is also considered a foul.

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[i]Source: https://standuppaddleboardworld.com/nl/spikeball/wat-is-spikeball/