

ROUNDNET RULES

Adopted from the Spikeball Roundnet Association

Overview

- ✓ Roundnet is a team sport played by 2 teams consisting of 2 players each.
- ✓ Opposing team members line up across from each other with a Spikeball® net in the center.
- ✓ A point begins when the server hits the ball off the net toward the opposing player.
- ✓ The object of the game is to hit the ball off the net in such a way that the opposing team cannot successfully return it.
- ✓ Teams are allowed up to 3 touches to return the ball onto the net. Once the ball is played off the net, possession switches to the opposing team.
- ✓ The rally continues until a team is unable to legally return the ball.
- ✓ Players are free to move as they wish during a point, so long as they do not physically impede the opponents' play on the ball.

About the Equipment

- ✓ The ball should be inflated to 12 inches in circumference.
- ✓ The tension on the net should be consistent throughout. A ball dropped from 5 feet above the net should bounce up approximately 1 foot.

Gameplay

- ✓ Rally scoring in effect. Points can be won by the serving or receiving team.
- ✓ Games can be played to a set score or a set time, depending on the constraints and objectives of a class or session.
- ✓ Games are won by 2 points unless otherwise agreed or specified.
- ✓ The rally ends and a point is awarded when:
 - The ball contacts the ground or otherwise is not 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.
 - There are 2 service faults.
 - Certain infractions occur (see infractions section).

Serving

- ✓ The server sets the position first. Non-receiving players set up 90 degrees from the server. The receiver is the only player allowed to field a serve and can stand anywhere. However, most of the time, receivers line up across from the server.
- ✓ All players (except the receiver) must begin at least 6 feet from the net.
- ✓ Serves may be struck with any amount of force; short serves are allowed.
- ✓ The ball must be tossed a minimum of 4 inches from the server's hand before it is hit.
- ✓ If a server commits 2 faults, the receiving team wins a point.
- ✓ If the receiving team wins the point, the next designated player serves according to the initial sequence. Otherwise, the server switches places with their partner and serves to the other member of the receiving team.

Infractions

- ✓ Player safety is paramount!
- ✓ Defending players must make an effort not to impede the offending team's play on the ball.
- ✓ If a defender's position prevents a play on the ball, the infractioned player may call "hinder."
 - If a hinder is avoidable, the point is awarded to the offensive team.
 - If the hinder is unavoidable, meaning the defender has no time or space to avoid the hinder when playing in a legitimate defensive position, then the point is replayed.
 - Hinder rules also apply to a play in which the ball makes contact with a defender as the offense is trying to make a play.
- ✓ Any player making contact with the rim, leg, or net of a Spikeball® Roundnet set loses the point.