

MEN'S & MIXED DOUBLES SPIKEBALL

Information Sheet

Fall 2026

This information sheet is intended to provide basic information and rules for this activity. Please refer to the “Information” tab on the home page of the intramural web page for detailed information about policies and procedures of the Intramural Sports Program.

ENTRIES OPEN

Online registration will begin at 9:00 AM on Tuesday, October 6 and will close at 4:00 PM on Friday, October 9. **(Entries are limited)** Visit our website and click the ‘Registration’ tab, then the Singles/Doubles link.

CLASSIFICATION

Teams will be placed into an elimination or round robin tournament based on the information provided in the completed questionnaire. Tentative brackets can be viewed at [iSports.byu.edu](https://isports.byu.edu) on Monday, October 12 by 4:00 PM. Teams will have until 1:00 PM on Tuesday, October 13 to challenge their division classification. **Each participant that withdraws or forfeits after 1:00 PM on Tuesday, October 13 will be charged a \$5 forfeit fee.** Requests for partner changes will be allowed until 4:00 PM on Wednesday, October 14.

ELIGIBILITY

Current full-time BYU students are eligible. Current faculty and staff employees (70% or greater) and their spouses are eligible.

The following are eligible with an Intramural Activity Fee: Part-time students, non-degree seeking students (Flex GE, Visiting Students, Evening School, English Language Center), student employees, faculty and staff employees (less than 70%), and spouses of students. All degree seeking students are also eligible to participate for **one semester** beyond the last semester in which they were enrolled in classes.

The Intramural Activity Fee is paid online. **Payment must be made before a participant may register for the event.** The cost is \$25 per semester (fall/winter) or \$15 per term (spring/summer). This fee enables a participant to compete in any intramural activity during the current semester or term.

RELEASE AGREEMENT

All Intramural participants must complete an online [release agreement](#) before they can register for any intramural event. Release agreements are valid for one academic school year – fall semester through summer term.

DAYS, TIMES, AND LOCATION

This tournament will be a one-day event held October 15. Matches will be played Thursday from 6:15 PM to 10:15 PM. All matches will be played at the West Stadium Fields.

CHECK-IN

It is recommended that participants check-in with the activity supervisor at least ten minutes prior to match time. **Forfeit time is match time.** All participants must show a valid (government or school issued) picture ID at check-in.

EQUIPMENT

Participants need to provide their own Spikeball equipment.

UNIFORMS

An appropriate, modest athletic uniform is permissible. Shirts, shorts or pants, and shoes must be worn.

OFFICIALS

Participants will call their own violations. Please be honest and sportsmanlike in calling your match. Supervisors assigned to your match have the power to make decisions on any point not specifically covered by rules of the game or by intramural policies.

LIABILITY

All participants play at their own risk and must acquire their own insurance.

INCLEMENT WEATHER

The decision to cancel activities due to inclement weather will be made by **4:00 PM on weekdays and 8:00 AM on Saturdays**. Weather updates, when needed, will be posted on our website – iSports.byu.edu.

SPORTSMANSHIP

Sportsmanship is everyone's responsibility. We hope everyone will conduct himself in a mature and friendly manner.

TOURNAMENT INFORMATION

1. Each team will participate in an elimination or round robin tournament.
2. Tentative brackets can be viewed at iSports.byu.edu on Monday, October 12 by 4:00 PM.
3. **Each participant that withdraws or forfeits after 1:00 PM on Tuesday, October 13 will be charged a \$5 forfeit fee.** Requests for partner changes will be allowed until 4:00 PM on Wednesday, October 14.
4. The tournament schedule will be posted by 4:00 PM on Tuesday October 13.
5. The tournament will be a **one-day event held October 15**. Teams must be available for the duration of the tournament. Schedule requests will not be accepted.
6. Teams *must* play at the time their match is scheduled.

RULES

Intramural Spikeball abides by Spikeball Roundnet Association Rules with the following exceptions or points of emphasis:

1. Team Composition:
 - A. A team will consist of two players.
 - B. A team may have two males, two females or one male and one female.
2. Scoring:
 - A. Tournament games are played to 15 points, win by 2, cap at 17. The best 2 out of 3 games will be played for tournament matches.
 - B. Rally scoring: points can be won by the serving or receiving team.
3. The Serve:
 - A. The winner of “rock, paper, scissors” chooses serve/receive or side.
 - B. The server’s feet must be six feet away from the net while serving.
 - C. The server has two chances to hit the ball cleanly off the net to the opponent.
 - D. To hit the ball cleanly on the serve, the ball cannot hit the rim, the ground, the net twice, nor a side or back “pocket”. A “pocket” is a part of the net that is close to the rim and causes the ball to bounce in a different direction.

- E. The serve is too high and counts as a fault if it rises above the vertically outstretched reach of the receiver.
 - F. Only the opponent opposite the server may return the ball.
 - G. Following a serve, the receiver cannot play the ball directly back on the net as an attack, they must set it at least once before it can be returned to the serving team.
 - H. After each point, only the serving team switches positions.
 - I. The server continues to serve until their team loses a point.
 - J. Both soft and hard serves are allowed.
 - K. The opponent has the option to “play” a faulted serve. For example, if the ball hits the rim (or pocket) and bounces favorably to the receiver, the receiver may choose to play the ball and the serving team must comply with their decision.
 - L. After every five points players rotate one position counterclockwise to equalize conditions.
4. Contacting the ball:
- A. Each team gets up to three touches to return the ball off of the net.
 - B. Touches must alternate between teammates.
 - C. Players may use any part of the body as one “touch” except for two hands at once.
 - D. If the player touches the ball twice consecutively, their team loses the point.
5. Infractions:
- A. Defensive players must attempt to stay out of the offensive player’s way. If the defensive team interferes, the offensive player must call “hinder” and replay the point. The offensive team must have a legitimate play on the ball to call “hinder.”
 - B. If the defensive team gets hit with the ball, call “hinder” and replay the point. The offensive team must have a legitimate play on the pass to call “hinder.”
 - C. If a defensive player attempts to play a ball when it is not their turn, they lose the point.
 - D. If a player hits a shot off the net and the ball hits their teammate, they lose the point. If a player hits a shot off the net and the ball hits himself/herself, they lose the point.
 - E. If any player contacts the spikeball set and moves the set or affects the trajectory of the ball, they lose the point. If contact with the spikeball set does not move the set or affect the trajectory of the ball, play on.
 - F. If there are any unresolvable disputes, replay the point.

**If you have any questions, contact Brianna in 145 RB (801-422-7597) or access our web page.
iSports.byu.edu Have a fun tournament!**