

Roundnet Rules

Team Participants

- Teams will consist of 2 Roundnet players (any gender)
- Unlimited substitutions between games
- 1 E-Sub allowed (Emergency non-employee Substitute)
- Participants must be employees of your company at the time of play (with exception of the E-Sub).

Event Format

- 2 on 2
- The tournament will be a "pool play" with the top 8 companies in each division advancing to the final rounds for points and medals.
- Scoring will be a rally point where each serve results in a point.
- Matches will be best of three games.

Overview

- Rubber cleats are recommended to help with movement on the field and avoid any falls due to low traction
- All games will take place outdoors. Players should be sure to dress according to the weather and be sure to bring enough water and food to keep them fueled through their games.
- All other necessary game equipment shall be provided
- Roundnet is a team sport played by two teams consisting of two players each. Opposing team members line up across from each other with the Spikeball™ roundnet set in the center. A point begins when the server hits the ball onto the net and towards the opposing player. After the service, there are no sides or boundaries. 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.
- A team is allowed up to three 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 may move as they wish during a point, so long as they don't physically impede the opponent's play on the ball.
- Want to see the basics for how the game works? [Here's a video!](#)
- And for those wanting a more in-depth look at Spikeball™ and strategies, check out the [Spike School playlist](#) 2 on 2

Spirit of the Game

- Spikeball™ relies upon spirit of sportsmanship that places the responsibility of fair play on the players. Competitive play is encouraged, but never at the

expense of mutual respect among competitors, adherence to the rules, or the basic joy of play.

- All teams should shake hands and cheer for their opponents at the end of each game in the spirit of fair play.
- GAME COORDINATORS
- The Sport Coordinator will resolve any dispute brought forward by a captain only. The Sport Coordinator's decision will be final.

Rules

PLAYING FIELD

- A Spikeball™ court consists of a 1.5' radius roundnet surrounded by a 8.5' foot radius circular serve line. There is no out of bounds on the court.
- The Spikeball™ set consists of a net held together by a circular rim.

GAME LENGTH

- Round Robin and Playoff matches will consist of a best of 3 games to 21, third to 15
- Teams must win all games by 2 points up to a hard cap of 23 (or 17 in game 3).

PLAYING FORMAT

- To Score a Point - Roundnet is played using rally scoring; points can be won by the serving or receiving team. A team scores a point when:
 - The opposing team fails to legally return the ball
 - The opposing team commits a point-loss infraction
 - The opposing team's server fails to hit a legal serve or has two successive faults
- Replay - A point is replayed when:
 - Teams disagree on the legality of a hit
 - Teams disagree on an infraction
 - A hinder occurs
 - There is outside interference (ie a player, ball, or other object from outside a match impedes on the game)
- Rally - A rally is a sequence of playing actions between the moment the serve is hit to the moment the ball is out of play.
- If the serving team wins a rally, they score a point and continue to serve.
- If the receiving team wins a rally, they score a point and must serve next.
- To Win a Game - A game is won by the team that first scores 21 points (or 15 points in game 3)
- Games must be won by two points to a hard cap of 23 (in game 1 and 2) and 17 (in game 3).
- To Win a Match - A match is won when a team wins 2 games

SUBSTITUTIONS

- Substitutions can be made between games but not during, except in the case of an injury.

DECIDING SERVE/RECEIVE

- One and Two-game matches - Before a match, a player from each team plays one game of Rock, Paper, Scissors. The winner gets to choose serve/receive or side. In match play, serve/receive and side will switch in the second game.
- Three-game matches - If the match goes to a third game, the teams play another game of Rock, Paper, Scissors and the winner is awarded the choice of serve/receive or side in the third game.

POSITIONS

- The four players start set up in four positions around the set, 90 degrees apart. Teammates are located next to each other. All players, except the serve receiver must start with their entire body at least 7 feet from the set.
- The established positions should be used for the duration of the match. Typically the positions are parallel and perpendicular to the orientation of the field.
- At the start of a game, the serving team sets their positions first. The player set up on the right side is the one that will begin serving. Once the serving team is set, the receiving team positions their players.
- The receiver is the player that is positioned 180 degrees across from the server. Once the server is set the receiver may adjust their position and is free to move anywhere without distance restrictions.
- After every 5 points players rotate one position counterclockwise to equalize conditions.
- If a non-receiving or non-serving player takes a step before the ball is hit by the server, they lose the point. In the case where both non-receiving and non-serving player move before the ball is hit by the server, the team that moved first will lose the point. If the infractions happen simultaneously the point will be replayed.

INTERRUPTIONS

- Points should be played in quick succession without breaks
- Injury - In the case of an injury, the game is stopped. The team may substitute as needed if the player is unable to continue.
- External interference - In the case of an external interference preventing the game to be played, the game shall pause. When the game can be resumed, the game continues at the same score, player positions, and serving order and situation as before.

SERVING

- Serving Order

- The initial serving team will have the player on the RIGHT start as the server. That player continues to server until the receiving team wins a point.
- Once the receiving team wins a point, they get the service possession and the player on the LEFT will serve first. From there on, service alternates between teammates after each change of service possession. This four person order continues the rest of the game.
- Serving Position
 - If the serving team wins the point, the server switches positions with their partner and serves to the other member of the opposing team.
- Characteristics of the serve
 - All parts of the server's body and the ball must be behind the 7 foot service line when the ball is struck.
 - Before serving, the server must set their feet with all points of contact behind the 7-foot service line.
 - After setting the service position and during the act of serving - including the swing, the follow-through, and the momentum from the action - all points of contact must remain behind the 7-foot service line.
 - At least one foot must maintain a single point of contact with the ground until the ball is struck.
 - The server may take one step in any direction. This action establishes the pivot foot. Once the non-pivot foot touches the ground, that foot must also maintain one point of contact.
 - The ball must travel at least 4 inches away from the point of release from the server's hand before it is struck. Note: the spirit of this rule the receiving team can tell that the ball has been released and can see that it has been legally struck. If neither of these aspects are in question then the toss is aligned with the intention of the rule.
 - Serves must be struck. The ball cannot be caught, carried, or thrown.
 - Serves may be struck with any amount of force; short serves are allowed.
 - Serves may not pass higher than the receiver's shoulder height from their pre-established athletic position. There is no limit to the angle at which serves can be hit.
- Execution of the Service
 - The server must start centered over their correct position and set their feet. Before starting their serving motion, the server then calls the score to the receiver, placing the serving team's score before the receiving team's score and pausing momentarily to ensure the receiver is ready and the score is agreed upon. The receiver may move from their position once the server has set up.

- If the server does not call the score, calls the wrong score, or calls the score while in the act of serving, the receiving team can call for a replay of the point before their second touch. Note – the spirit of the rule is to make sure the other team is ready and to settle any score discrepancies before points begin. Don't be a jerk.
- If the server commits a Service Fault the serving team has one more attempt to hit a legal serve.
- If the server commits a service fault, either player on the receiving team has until the ball is hit for a second time or there is a change of possession or immediately after a dead ball to call "fault." The server is then allocated a second serve. If a second "fault" is called, the receiving team is awarded a point.
- The receiving team may choose to play through a fault. Unless a call is made by a player or observer, the play is live. The receiving team is not required to say anything if they choose to play through a fault.
- Service faults
 - The ball is struck before traveling 4 inches away from the point of release from the server's hand.
 - The ball is struck from within the 7 foot service line.
 - The ball is caught or thrown.
 - After setting the service position or during the act of serving - including the swing, the follow-through, and the momentum from the action - the server makes contact on or within the 7-foot service line. This includes contacting a player who is on or within the 7-foot service line.
 - The server does not maintain one point of contact with their pivot foot.
 - After taking a step, the server does not maintain one point of contact with their non-pivot foot.
 - The ball's trajectory changes due to proximity to the side rim, without contacting the rim (i.e. side pocket). Exception: If the ball hits near or far pocket but does not change direction laterally. This is a legal serve.
 - The ball's initial contact with the set hits the rim or legs directly.
 - The ball lands completely on the netting and subsequently rolls into the rim and up (i.e. roll-up).
 - The ball misses the set entirely.
 - The ball lands underneath the set, also known as a Lobster Trap.
 - The ball bounces multiple times on the net or bounces on the net then hits the set on the way down.
 - After the ball is served, the first contact is by a player on the serving team (i.e. a player hits their partner with the serve).

- The ball is tossed and not hit/contacted. Dropping, catching or swinging at and missing a toss all count as a fault.

PLAYING THE BALL

In Play - The ball is in play from the moment the server strikes it until one of the following occur:

- The ball contacts the ground.
- A serving fault occurs and/or is called by the receiving team.
- An infraction occurs and/or is called by any team.

HITTING THE BALL

- A hit is any contact with the ball by a player. The ball may touch any part of the body
- The ball must be struck, not caught, lifted, or thrown.
- A team is entitled to a maximum of 3 hits alternating between players for returning the ball to the set.
- Consecutive Contacts - A player may not hit the ball twice consecutively.
- At the first hit of the team on a possession, the ball may contact various parts of the body consecutively, provided that the contacts occur during one action.
- Simultaneous Contacts - If teammates touch the ball simultaneously it is counted as two hits. Either teammate may take the next hit provided they have not already used all three hits.
- At the first hit of the team on a possession, a player may hit it once more consecutively if they first hit the ball before the ball has begun a downward trajectory. This action will be counted as a second hit.

INFRACTIONS ON PLAYING THE BALL

- Four hits - A team hits the ball more than three times before returning it to the set.
- Non-strike - The ball is carried, caught, or thrown.
- Two-handed hit – A player hits the ball with both hands (unless simultaneous contact rule applies)
- Double-contact - A player hits the ball twice in succession or the ball contacts various parts of their body in succession (unless Consecutive contact rule applies)

HITS ON NET

- Illegal hits on the net - When the ball is returned to the set, the return results in a loss of point for the hitting team if:
 - The ball contacts the rim of the set directly.

- The ball bounces multiple times on the net or bounces on the net then hits the set on the way down.
- The ball has a prolonged roll along the netting.
- Pocket - During a rally, any shot that changes the trajectory of the ball due to the ball's proximity to the rim, without contacting the rim (i.e. pocket) is legal. Note, this is not legal on a serve.
- Roll-up - During a rally, a hard-struck shot that lands on the netting, rolls into the rim and then off the net (i.e. roll-up) is legal. Note, this is not legal on a serve.

CHANGE OF POSSESSION

- Once the ball comes off of the netting the non-hitting team may then contact the ball.
- The non-hitting team may not contact the ball while it is in contact with the net.
- Other Hitting Violations
- A defensive player attempts to play the ball out of turn. This results in the loss of the point.
- An offensive player hits a shot off the net which subsequently hits himself or his teammate. This results in the loss of the point.
- Contact with the Set - Any contact with the set by a player (rims, legs, or netting) during a rally results in a "Set Contact" infraction for the offending player and is a loss of point for that team.
- Hinders
- A hinder is any situation in which a player's positioning prevents the opposing team from safely making a play on the ball. Remember: player safety is paramount.
- Defender Hindering the Offense - Defending players must make an effort not to impede the offending team's possession or play on the ball. If a defender's position prevents a makeable play on the ball, the infractioned player may call "hinder." The call should be made as soon as the infraction occurs and play should stop immediately.
- Avoidable Hinder - If the hinder is avoidable and the offensive player has a strong play on the ball, the point is awarded to the offensive team.
- Example - Defensive team throws arm in front of shot over the net, preventing offensive player from swinging.
- Example - the hitter is contacted by a defensive player during the act of swinging in close proximity to the net.
- Unavoidable Hinder - If the defender has no time to avoid the hinder when playing in a legitimate defensive position, the point is replayed, even if the offensive team has a strong play on the ball.
- Defender in the Ball's Path

- If during possession (or en route to the net), the ball contacts the defender to prevent a makeable offensive play, this is a hinder. The point will either be replayed or rewarded to the offense depending on the circumstances.
- Offense Hindering the Defense
- While less common, hinders can occur by the offensive team. The infraction player may call “hinder.” The call should be made as soon as the infraction occurs. Hinders by the offense result in the point being replayed.
- Example - Non-hitting offensive player contacts defensive player preventing them from making a play.
- Example - Hitter falls into defensive player after taking their shot.
- Example - After setting the ball, the setter attempts to restrict the defense’s movement.

DEFAULTS

- Games are recorded as a 2-0 default (21-0, 21-0) if a team does not have the minimum number of players required. Teams have a 5 minute grace period from the start of the game. Let the game GAME COORDINATOR know that a team is not present for their game, they will make an announcement looking for the team. The GAME COORDINATOR will start a 5 minute timer, if the minimum required number of players is not met within that 5 minutes the game will be recorded as a default.

POOL PLAY

- The format of the tournament will be Pool Play. No games will end in a tie. If the game is tied at the end of regular time, the teams will play one final point.

Pool play tie-breaker

- In the event that there is a tie after pool play:
- Step 1: If the tie is between two teams the team with the better record against the other team advances. If there are more than two teams in the tie go to step two.
- Step 2: The team with the fewest games lost advances. This means that if team “A”’s record was 2-1, 1-2 Team “B”’s record of 1-2, 2-0 and Team “C”’s record was 2-1, 0-2. team “B” would advance as they took fewer games to win. Team “B” only took 2 games to win their match as the other teams took 3.
- Step 3: If there is no clear winner then the teams remaining in the tie must use the formula below using only the teams involved in the tie.
- The formula used in tie breakers are $(\text{Total Points For}) / (\text{Total Points For and Against})$ with best average (percentage) advancing to the medal round. Only teams in the tie will be included in the calculations.
- Step 4: If there still is a tie the teams involved in the tie must play a mini game. The winner will be determined by a ‘mini-game’ to 11 points (capped at 11, win by 1 point) to be played at the earliest opportunity.

Playoff tie-breaker

- No games will end in a tie. If the game is tied at the end of a regular time, the teams will play one final point.

Corporate Challenge Points

- Each team that participates will receive 10 PARTICIPATION points.
- Top 6 teams in each division will get CHALLENGE points:
 - 1st place - 10 points (GOLD)
 - 2nd place - 8 points (SILVER)
 - 3rd place - 6 points (BRONZE)
 - 4th place - 4 points
 - 5th place - 3 points
 - 6th place – 1 point
- A maximum of 4 gold, silver and bronze medals will be awarded per division.

Team Cancellation/No Show Penalty

Cancellations must be emailed to the Corporate Challenge office. If a team must cancel their participation in a sport, the Penalties are as follows:

LAST MINUTE CANCELLATION: (Within 48 hours of your event start time)

Teams that provide written notification (by email) that they are canceling out of an event within 48 hours of the start of the event will be penalized 5 points. A company with participants who register at the event but are unable to register an eligible team will be considered a cancellation and the penalty will apply.

NO SHOWS: (No notification of cancellation)

A No Show will result in a 10-point deduction and disqualification from that sport for the following year. A NO SHOW is a team that has not provided any notification that their team is not participating in an event prior to start time of the event.

MISSING A GAME: A company missing any match other than their first scheduled match of the competition will be eliminated from the competition. No penalty will be assessed IF the Event Coordinator has been notified prior to the start of the match in question. Failure to notify the Event Manager of the team withdrawal from competition will cause a “Last Minute Cancellation” penalty of 5 points to be assessed.

PLEASE BE COURTEOUS, if you think your team will miss ONE match, please call the Corporate Challenge office with at least 24 hours’ notice so that we can inform the challenging team.