



General Rules

Game Procedure

- League games will start promptly at 10:00 PM, with a few minutes between matches to switch nets and get water
- Each team plays two matches per night, and each match consists of two, best-of-three sets
 - Match 1 – 6:00-6:30
 - Match 2 – 6:30-7:00
- If you are in the third set of a match when time runs out:
 - Finish the point
 - If it becomes tied, play one more point to determine the winner
- Whichever team has won 2 sets wins the match
- When you arrive, make note of your nets for both matches
- The Beach YYC nets and balls remain on the courts when you are done
- Keep track of your game scores, and report them on the scoreboard at the end of each match

Self-Regulating Game

- The games are all self-officiated. Please ensure all teammates read and understand the rules
- If there is a disagreement, take a minute to talk it out, and if no decision can be made, re-serve the point
- Have fun, be competitive, play hard, stay friends

Team Substitutions

- During the regular season substitutions are allowed if you are having a problem fielding a team. Please find someone of comparable skill
- All subs MUST have signed a waiver. No Exceptions
- No subs are allowed during playoffs. (exceptions for injuries, come and talk to us)



No Shows

- If you can not field a team please let us know and we will try to help out with a sub. info@thebeachyyc.ca
- 48 hours notice would be great
- 24 hours notice is required
- Team no shows (without at least 24 hours notice) are subject to the following:
 - o 1st offence: \$0, please don't though
 - o 2nd offence: \$50 fine
- Your fine must be paid before playing again
- If you are unable to field a team and you are unable to find a sub with enough notice, a forfeit will be assessed for the games that night

Please do everything you can so as not forfeit.

League Rules

Roster Requirements

- There is no gender requirements for Spikeball.
- You cannot play with just one person (of course)

Game Play

- Matches are best 2-out-of-3. The scoring for each game is: 21, 21, 15.
 - o Games are win by two, capped at 23, 23, 17
- Rally point scoring, ie: every serve counts as a point
- 3 team touches per possession
- The rim is out. Always
- Pockets on a serve are a re-serve. A second pocket on the same serve is a point for the other team
- If the ball bounces on the net twice, or rolls along the net, it is a point for the other team



Additional Notes

Good sportsmanship is the primary expectation of all athletes playing at The Beach YYC. If you have a rule disagreement, discuss it first and if you can't come to a resolution then re-serve.

Play hard, have fun, stay friends

It is expected that each player has a working knowledge of the rules. If you have any questions which are not clarified below or on the official rule page, please ask.

Otherwise we will be playing by the official Spikeball rules, which can be found here: [Spikeball Rules](#)

