

# Southern Alberta Summer Games

Raymond July 8 – 11, 2020



## SPIKEBALL

**Date:** Friday, July 10 & Saturday, July 11, 2020

**Location:** Dave Bissett Sand Volleyball Complex – 350 E. 100 N. Raymond, AB

**Time:** See schedule when posted

**Events and Age Groups:** All ages as of December 31st of current year.

All age categories have male and female categories:

U13 (2007/2008)

U15 (2005/2006)

U18 (2002/2003/2004)

18 and over

### **Regional Representation:**

- Unlimited teams per region, per event.
- Participants are allowed to play in one age group only.

### **Format:**

- Minimum of 4 teams per age/gender group.
- All teams will play a round robin format against teams from within their division. The top 4 teams in each division will play off in single elimination games with the top 2 advancing to the division championship game.

### **Rules and Regulations:**

- Competition will be governed by the Spikeball Roundnet Association official rules
- Every athlete must be able to produce appropriate identification at all times during the competition
- Teams must be present 15 minutes prior to the match starting time indicated on the schedule.
- The Southern Alberta Summer Games has a Zero Tolerance Harassment Policy. If a competitor, parent or spectator is abusive in any way to officials, co-competitors or volunteers they will be immediately ejected from the competition.

1. **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:

- 1.1. The opposing team fails to legally return the ball to the net.
- 1.2. The opposing team commits a point-loss infraction.
- 1.3. The opposing team's server has two successive faults.

2. **Replay** - A point is replayed when:

- 2.1. Teams disagree on the legality of a hit.
- 2.2. Teams disagree on an infraction. 2
- .3. Certain types of hinders occur.
- 2.4. There is outside interference (i.e. a player, ball, or other object from outside a match impedes on the game).
- 2.5. If a point is replayed after a legal serve is hit, the game resumes at the same score, player positions, and serving order. The server will start on their first serve. If a point is replayed because the teams cannot agree on the legality of the serve, the game resumes at the same

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score, player positions, and serving order, and fault count.

3. **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.

3.1 If the serving team wins a rally, they score a point and continue to serve.

3.2 If the receiving team wins a rally, they score a point and must serve next.

4. **To Win a Game** – Round robin games will be played to 15 with playoff games being played to 21.

4.1. Games must be won by two points unless otherwise specified. In the case of a 14-14 or 20-20 tie, play is continued until a 2-point lead is achieved (17-15 or 27-25).

4.2. Hard cap – round robin games will have a hard cap of 21.

5. **To Win a Match** - A match is won when a team wins the designated number of games (2).

### 6. Deciding Serve/Receive

6.1. One game – Before the game, a player from each team plays one game of Rock, Paper, Scissors. The winner gets to choose to serve/receive or side.

6.2. Two game matches – In bracket play, the team with the higher seed gets to choose to serve/receive, side, or defer in game one. If the higher seed defers their choice, the lower seed gets to choose to serve/receive or side in game one. The choice of serve/receive or side will switch in the second game.

6.3. Three-game matches – If the match goes to a third game, a player from each team plays one game of Rock, Paper, Scissors and the winner is awarded the choice of serve/receive or side in the third game.

### 7. Serving

7.1. All parts of the server's body and the ball must be behind the 6 foot service line when the ball is struck.

7.2. At least one foot must maintain a single point of contact with the ground until the ball is struck.

7.3. Before starting their serving motion, the server 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.

7.4. If the server commits a Service Fault the serving team has one more attempt to hit a legal serve.

### 8. Positions

8.1. The four players start set up in four positions around the set, 90 degrees apart. Teammates are located next to each other. All players must start with their entire body at least 6 feet from the set.

8.2. 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. The positions will be indicated by a hash mark when possible.

8.3. At the start of a game, the serving team sets their positions first and declares which player will start serving. Once the serving team is set, the receiving team positions their players.

8.4. 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.

8.5. Only the designated receiver can field the serve.

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8.6. The other two players may only move from their positions once the ball is hit by the server.

8.7. If the serving team wins the point, the server switches positions with their partner and serves to the other member of the opposing team.

8.8. After every 5 points players rotate one position counterclockwise to equalize conditions.

8.9. 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.

### 9. Time-outs –

9.1 60-second timeouts - Teams are allotted one 60-second timeout per game. The time-out may not be called during a point. The time-out may not be called in between the 1st and 2nd serve with the exception of an injury timeout. The teams may not leave the court area and should have refreshments or equipment stored near the court before the match.

9.2 Injury timeouts – An injured player is given a maximum of 5-minutes recovery time one time a match.

10. **Time Between Points** - Points should be played in succession without breaks. After the rally has finished the ball should be recovered immediately. Once the ball has been recovered and given to the server, they must set their position, announce the score, and hit their serve. This sequence of events should take place within 10 seconds of recovering the ball. Delaying these actions will result in a delay of game warning. After receiving a delay of game warning, any additional infractions will be considered a fault.

11. **Time Between Games** - Players will be given 3 minutes between games. Players should remain near their court. Failure to be ready to start after the break will result in a delay of game warning at 3 minutes. If players aren't set within the next minute, one point will be given to the opposing team. An additional point will be assessed for every minute teams are late.

12. **Changing and Adjusting Equipment** - In the case of a set or ball no longer being suitable for play, the game shall pause while a replacement is found. When replaced, the game resumes at the same score, player positions, and serving order and situation (ie 1st vs 2nd serve, # of timeouts remaining, penalties/warning still in effect, etc.) as before. If a net gets moved out of position or gets altered from its original state (ie a leg piece gets turned in, the net comes off a hook, etc.) it should be returned to its original position and state before players set for the next point.

### 13. Exceptional Interruptions –

13.1. Injury - In the case of an injury, the game is stopped. Once the player begins to receive care (if provided), they have 5 minutes to return to play. If the player is not able to return to play before 5-minutes is up, the team must forfeit that game. If the player returns to play and is injured again, they must return to play in one-minute or be subject to forfeit. Any further injury stoppage during the game that lasts more than 15 seconds between points will cause the injured player to forfeit.

13.2. 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 (ie 1st vs 2nd serve, # of timeouts remaining, penalties/warning still in effect, etc.) as before.

### **Registration Deadline:**

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### **Registration Deadline as designated by your Regional Director**

All registrations are done through your Regional Director, who will determine the Regional Deadline. The registration fee must also be submitted to your Regional Director. ***Signed consent forms must accompany the waivers.***

### **No late registrations will be accepted.**

Events will be cancelled if there are one or less individuals or teams registered. Should any event be cancelled due to lack of registrations, the athletes being affected by the cancellation will be given an opportunity to re-register in another suitable category provided that event is scheduled to run.