



McGill University
Athletics & Recreation
475 Pine Avenue West
Montreal, Quebec, Canada
H2W 1S4

Université McGill
Sports et activités physique
475 avenue des Pins ouest
Montréal (Québec) Canada
H2W 1S4

Tel: (514) 398-7000
Fax: (514) 398-4901
www.mcgillathletics.ca

McGILL INTRAMURALS ROUNDNET RULEBOOK

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ID. CARDS

- Prior to the start of intramural games students must present their valid McGill ID card to the timer. Staff and Alumni must present their valid Sports Complex Membership Cards. Please indicate to the timer which team you will be playing for. **NO ID. - NO PLAY!**
- All player IDs will be visually inspected by the scorekeeper. IDs will NOT be kept by the scorekeeper and are not the responsibility of the McGill Intramural program.

DEFAULT RULE

- A **ten (10) minute** delay to the start of the game will be granted if a team has an insufficient number of players to begin.
- Should a team still have too few players following the delay, the offending team will default the game. The offending team will automatically lose the game **2-0**
- To begin the game, each team must have a minimum of **two (2) players** on the field, dressed, signed-in and ready to play at the scheduled starting time.

EQUIPMENT

- All playing equipment will be provided

UNIFORM

- No uniforms are required

TEAM ROSTER

- Teams may have an unlimited amount of players on their IM Leagues roster. However, only five players are allowed to play and check-in on any given night.

SEASON LENGTH

- The total amount of games played will be determined by the total amount of teams registered.

RULES

NEW 2021 OFFICIAL SPIKEBALL RULES

- Players must now serve from 7 feet away
- Consecutive contacts off blocks within the service circle are now allowed
 - At the first hit of the team on a possession, a player who has blocked a shot with all points of contact on or within the service circle may hit it once more consecutively. This action will be counted as a second hit.
 - A block is a deflection off any part of the player's body (hand, arms, legs, chest, etc.) before the ball has begun a downward trajectory.

- Consecutive contacts as described above are not allowed on serve receive.
 - Consecutive contacts as described above cannot result in an immediate hit on the net. The second hit must be a set to their teammate
- The new NO-HIT ZONE will NOT be implemented

SCORING

- Depending on the total amount of teams registered games could be anywhere from 1-3 sets in length with each set going up to 11, 15 or 21 points.
- Roundnet is played using rally scoring; points can be won by the serving or receiving team.
- Games must be won by two points unless otherwise specified by the league supervisor
- The rally ends and a point is rewarded when:
 - The ball contacts the ground or otherwise isn't returned onto the net within 3 touches.
 - The ball is hit directly into the rim at any time, unless it's the first serve.
 - The ball bounces and falls back onto the net or rim.
 - The ball clearly rolls across the net

DURING PLAY

- The winner of rock, paper, scissors will serve first.
- All players except the receiver must begin the point at least 7 feet from the net.
 - The receiver may stand at any desired distance
- Once the server strikes the ball, players may go anywhere they choose.
- Possession changes when the ball contacts the net.
- Each team has up to 3 touches per possession.
- Determine a serving order which alternates players from the two teams (e.g. Player 3 follows Player 1, etc.).
- To equalize sun and wind effects, rotate starting positions 90 degrees counter-clockwise every 5 points if desired.

SERVING

- If the receiving team wins the point, the next designated player serves according to the initial sequence. Otherwise, the server switches places with his/her partner and serves to the other receiving team member.
- The receiving team sets their position first. The server stands 180 degrees across the designated receiver--the only player allowed to field the serve.
- Serves may be struck with any amount of force; short serves are allowed.
- If a server serves two faults, the receiving team wins the point. Violation of ANY of the following rules is a fault:
 - Ball contacts the ground or rim first
 - Ball takes an unpredictable bounce (commonly known as a "pocket")
 - Front "pockets" are legal on serves
 - A receiving team is allowed to play a "pocket" if they choose. If they wish to call let they must do so before a second touch is made.
 - The serve goes over the receivers raised hand
 - If the ball is too high, the receiver must call "let" before their teammate makes a second touch on the ball.
 - The server must toss the ball upward at least 4 inches.
 - If the server tosses the ball, he/she must hit it. Dropping, catching, or swinging at and missing a toss all count as a fault.
- The server's feet must be behind the service line (at least 7 feet away from the net) when the ball is hit.
- The server is allowed to take one pivot step provided they do not cross the service line and the

pivot foot remains on the ground prior to the ball hitting the net

CONTACTING THE BALL

- Hits must alternate between teammates. Except on consecutive contacts during a block attempt. See new rules 2021 section.
- The ball must be hit, not be caught, lifted, or thrown
- Players may not hit the ball with two hands
- You can use any part of your body to hit the ball and it counts as your hit
 - The ball may legally contact your body twice provided your play on the ball was one fluid motion (For example: you extend your hand to play the ball and it ricochets off your hand and hits your chest. This is considered one fluid motion. If you decide to move your chest and pop the ball up this would then be considered a second motion and the point would be awarded to the opposing team.
- If teams cannot determine if the ball hit the rim, replay the point, no questions asked.
- Once the ball hits the net, it must bounce off in a single bounce. It must clear the rim in order to be good.

INFRACTIONS

- Defensive players must make an effort to get out of the offensive team's way. If a member of the defensive team is in the way of a play on the ball, the player being blocked must call "hinder" and replay the point. The offensive team must have a legitimate play on the ball to call "hinder."
- 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."
- If a defensive player attempts to play a ball when it is not their turn, they lose the point.
- If a player hits a shot off the net then the ball hits their teammate, they lose the point. If a player hits a shot off the net then the ball hits himself/herself, they lose the point.
- If any player makes contact with the Roundnet set that moves the set or affects the trajectory of the ball, they lose the point. If the contact with the Roundnet set does not move the set or affect the trajectory of the ball, play on.