

Spikeball™

About Spikeball

Spikeball brings some of the most heart-pounding action of volleyball into an up-close, fast-paced game!

What's in the kit?

- 1 net
- 5 rim pieces
- 5 legs
- 1 ball
- 1 carrying pack

What do I need?

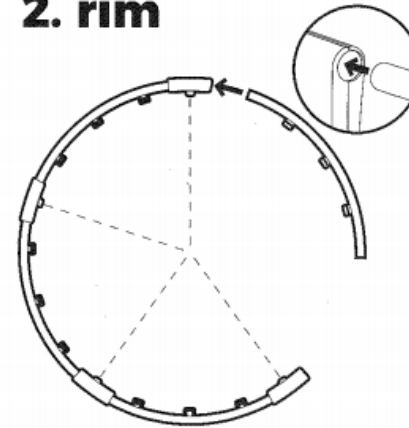
- 1 assembled Spikeball set and ball
- 4 players (2 teams of 2)
- Some open space (like a backyard, park, basement, or beach)

1. ball



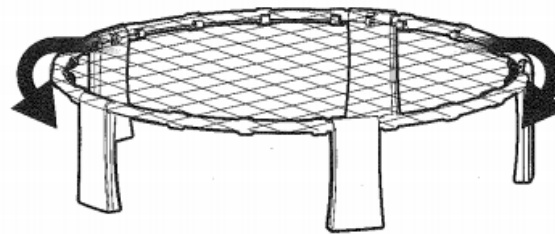
Your ball should be good to go right out of the box. It should feel about 90% inflated or, as some like to say, like a "perfectly ripe" orange. If your ball is 100% inflated it will bounce higher, but be harder to control.

2. rim



Insert rim segments into leg openings to make a 360° circle.

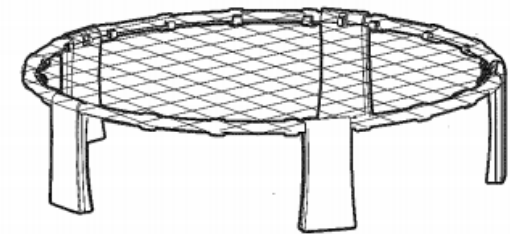
3. net



Spread out the net. At each yellow leg, place the net over the top of the rim and attach it on the hooks on the rim's inner edge. It's kind of an "over and under" motion. Do this at each leg to get started, and then hook the rest.

For new players, the tighter the net the better. To test, drop the ball from shoulder height directly over the center of the net. The ball should bounce up to knee height. Re-tighten the net as needed as it breaks in.

4. done



Your Spikeball™ set is complete and you are ready to mix it up. Flip this page to learn the finer points of the game.

How do I play?

Teams

You need 2 teams of 2 players (4 players total). Each team starts on opposite sides of the net.

How to Play

Standing at least 6 feet away from the net, Team 1 serves by tossing the ball in the air and spiking it down on the net towards Team 2.

Team 2 has 3 hits (i.e., a bump, set, or spike) between them before they have to spike the ball back on the net.

Note: You do NOT have to use all 3 hits. This continues as a rally until one team cannot return the ball. To determine who serves first, teams should volley for serve or play rock, paper, scissors.

Important: Once the ball is in play, there are no longer “sides”. Players can run anywhere they want to get their best angle or shot.

Rotation

If the serving team wins the point, the server switches starting positions with their partner before serving to start the second point. This ensures that the server is serving fairly to both opponents.

The server will continue serving, and rotating with their partner, until they lose the point.

Scoring

A team is awarded a point when their opponent cannot return the ball onto the net within their 3 hits. The first team to 21 points wins (however, they must win by two points). Use rally scoring.

What about...

1) To avoid a brawl, the opposing team must always put forth an honest effort to get out of the way of the **‘Hitting’ team**. If someone is in the way, it’s called a **‘Hinder’** and the point is to be replayed.

2) If your shot hits the rim, it’s called a **‘Rimmer’** and the other team gets a point.

3) If your shot hits a **‘Pocket’** (a shot that sort of hits and rim and sort of hits the net) you keep playing the point. If there was a disagreement as to whether it was a ‘Rimmer’ or a ‘Pocket’, do the point over.

4) If the ball does not bounce off the net with a single bounce, it is the other team’s point. It must clear the rim in order to be good.

5) Body shots are legal. You can not keep **‘Juggling’** the ball with your feet or hit it numerous times on your body. 1 body shot and then it must go to your partner or on the net.

Important: For adult use only (keep away from small children).

Still don’t get it?

Check out [Spikeball.com/Rookie](https://spikeball.com/Rookie) to see videos that should help you better understand how Spikeball works.

It’s the easiest sport to learn, and the most difficult to master - practice and have fun playing!