All participants must show a valid KENT STATE UNIVERSITY ID or Government Issued ID no less than 5 minutes before the start of every game. Anyone without an ID will not be allowed to participate. No exceptions.

All games will be officiated based on the Official Spikeball Rules; which will be in effect unless otherwise noted in this supplement.

GENERAL RULES
- The entire Tournament will be played in one evening
- Each contest will be played with a partner (Doubles)
  - Each team starts on opposite sides of the net
- All players except the receiver must begin the point at least six (6) feet from the net
- Serving order must alternate players from the two teams (e.g. Player 3 follows Player 1, etc.)
- If played outside, to equalize sun and wind effects, rotate starting positions 90 degrees counter-clockwise every five (5) points

GAMEPLAY
- Serving
  - To determine who serves first, the team should volley
  - Teams must use the “GET IT IN PLAY” serve. This means the serve should be easy enough that the opposing team can return it with little effort
  - The receiver may stand at any desired distance
  - Once the server strikes the ball, players may go anywhere they choose
  - If the receiving team wins the point, the next designated player serves according to the initial sequence
  - If the serving team wins the point, the same server continues to serve
- Rallies
  - Possession changes when the ball contacts the net
  - Each team has up to three touches per possession
  - Touches must alternate between teammates. Consecutive touches by one player result in a loss of a point
  - The ball must be contacted cleanly, not caught, lifted, or thrown. Players may not hit the ball with two hands, even if placed together "volleyball style"
  - Players may use any individual part of their body to hit the ball.
  - After the serve, any unusual bounce (i.e. pocket) that does not contact the rim is legal and playable
  - The opposing team must always put forth an honest effort to get out of the way of the “hitting” team. If a solution is unclear, the point should be replayed

SCORING
- 1st team to 21 wins (must win by two)
- Rally scoring; points can be won by the serving or receiving team
- The rally ends and a point is awarded 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, including on a serve
  - The ball bounces and falls back onto the net or rim
  - The ball clearly rolls across the net

THE INTRAMURAL STAFF HAS THE RIGHT TO STOP A CONTEST IF THEY DEEM IT NECESSARY