

Competitive Spikeball

I.R.F rules shall be applied whenever possible, unless otherwise indicated.

Revised May 2024

General Intramural Sports Regulations:

- There is no warmup equipment provided.
- Games that start late will finish on time. Halves will be shortened to accommodate the scheduled end time. There will be no extra time added.
- Team rosters are to be submitted and completed online by the team captain (individual who registered the team) prior to the players meeting. To complete your roster, you will need to know each player email address that is associated with their Active Living profiles. All players who do not have a profile must contact Client Services at 403-220-7749 to request on. Students your UCID is your profile.
 - Input your roster online at <http://www.ucalgary.ca/activeliving/> (Click on your name, drop down to 'My Teams', add players email).
- All players must be added to the roster no later than 24hrs before league play commences. Players may be added after at the coordinator's discretion.
- Captains are expected to:
 - a. Function as the exclusive point of contact for all communication between IMS and players
 - b. Appoint an alternate captain, who will function as a second contact if the captain is unavailable.
 - c. Contact Active Living Client Services with any playing preferences or requests prior to the registration deadline of their sport. Requests will not be accepted after the registration deadline, or during the season.
 - d. Share the League PPT documents with your team.
 - i. If there is no captain's meeting provided, captains must review all documents, resources, and policies in relation to their sport in detail.
 - e. Ensure that all teammates are aware of all IMS policies and rules relating to their sport.
 - f. Ensure that all teammates are registered and have their online waivers signed.
 - g. Maintain control of your team and spectator behavior in terms of conduct, safety, and sportsmanship before, during, and after all matches.
 - h. Ensure that any player(s) or spectator(s) exit the vicinity if they are ejected or otherwise asked to leave.
- **All players must complete an online waiver before they are allowed to play. Instructions on how to sign online waivers can be found at <http://www.ucalgary.ca/activeliving/how-to-register> (Click on shopping cart next to name, waivers).**
- All players who have not signed their waivers prior to league play will be removed from their rosters.
- All players must provide photo identification to the supervisor before they may begin their matches.
- In Competitive Leagues, to be eligible for playoffs, a player must:
 - Be in the team roster.
 - Sign the online waiver.
 - Compete in at least (1) regular season match.
- Teams must meet the Fair Play requirements (3.5 average) to be eligible to compete in playoffs.
- **Suspended players may not be present during scheduled games, if so, the entire team shall be suspended indefinitely.**

- Any games that end after 30 minutes or 1 half of play of scheduled playing time will be considered a completed game and will not be rescheduled.
- **Intramural Sports has a Zero-Tolerance policy for fighting and abuse of staff and other intramural participants. This will be strictly enforced.**
- Ineligible players include but are not limited to:
 - Current intercollegiate varsity athletes while in season (in the same or similar sport)
 - Current professional athletes (in the same or similar sport)
 - Current national team/Olympic athletes (in the same or similar sport)
 - Individuals under the age of 18 and not currently enrolled at the University of Calgary
 - Suspended and or delinquent participants.

For a complete list of policies, see <http://www.ucalgary.ca/activeliving/intramurals/policies-regulations> .

Defaults:

- A default will occur when a team fails to appear or fails to have the minimum number of players necessary to start the game. Teams will have ten (10) minutes after the scheduled start time to field the minimum number of players needed to start the game, failing to do so will result in a default.
- All defaults will result in a Fair play rating of zero (0) and -3pts from the standings.
- Defaults will result in the loss of the \$100 Default Bond and a second \$120 bond will be due before the next match. A second default will result in the loss of this second bond and removal from the league.
- **Defaults will be recorded as a 21-0 loss, result in 0 Fair play Points, and are -3 points in the standings.** Forfeits will be recorded as a 21-0 loss.
- Teams that give Intramural Sports a minimum of twenty-four (24) hours' notice that they will not be able to field a team will not be charged with a default, the game will be declared a forfeit.

Playing Rules:

- All necessary equipment will be provided unless otherwise stated.
- **All rules may be overseen by the shift supervisor.**
- Teams must have 2 players to play. If either team does not have 2 players at least 10 minutes after the schedule start time, the first game will be defaulted. If after another 10 minutes (20-minute total) there still aren't at least 2 players, the match will be forfeit. There are no limits to number of players on the roster.
- Default scores will be recorded as a 21-0 loss.
- **The net will be tensioned according to the shift supervisor.**
- **Divisions will be assigned after the seeding round.**
- Substitutions are unlimited but must be made when the ball is dead.
- The matches shall consist of a best 2 of 3 games. The first two games are to 21 and the win by 2 rule is in effect. The third game is played to 15 points, win by 2. Full sets must be played, no partial sets. The games are played rally point.
- No set will start with 10 minutes left of the scheduled playing time. This is at the discretion of the on-site supervisor.
- During Playoffs matches will be played best of 5. Sets will be played to 21, win by 2, with the 5th set to 15, win by 2.
- Each team is allowed 1 (30 second) time out per set. Unused timeouts cannot be carried over to the second set of the match.