

I. Policy and Procedures

- A. For all Policy and Procedures, please refer to Columbia University’s Intramural Handbook which can be found on perec.columbia.edu under Intramurals, Rules & Policies, as well as under Handbooks/Manuals on the Columbia University’s imleagues.com website. All Intramural participants are responsible for knowing all of the Intramural Policies and Procedures.
- A. Leagues offered (None have gender-specific requirements):
 - a. **Division A:** This is the most competitive level of play offered by Columbia University Intramurals (CUIM). This division is designed for more experienced players/teams seeking an intramural experience at the highest level of competition. It is most suitable for former athletes and those believed to be more experienced/skilled in that sport
 - b. **Division B:** This is the intermediate level of play, striking a balance between competitive and recreational. This division is designed for players/teams seeking a moderate level of competition. It is most suitable for those with some playing experience in the sport of choice, or teams rostering a mixture of experienced and lesser-experienced players.
- B. All players must present a valid Columbia University identification (CUID) and a Dodge Fitness Center membership to Intramural Staff in order to play.
- B. All games will be played outside on **Morningside Campus**.
- C. Games will take place from **Saturday, October 1, 2022 - Monday, October 31, 2022**.
- D. There is a 10-minute grace period until a forfeit is declared. If the opposing team does not show up at least 10 minutes after the start time on imleagues.com, then the other team will receive the automatic win.

II. Format

- A. The tournament format will depend on the number of teams that register – either a single or double elimination bracket.
- B. Teams will consist of two (2) players. Games will be played 2v2.
- C. Games will be self-officiated. All participants are expected to know the rules of the sport.
- D. **Please submit the [Score Reporting Form](#) after each match, so the Intramural Office can update the scores and sportsmanship ratings on imleagues.com.**
- E. Each match will have a scheduled day and time. This is the day and time the game needs to be completed by.

- F. Responsibility is on both captains to get in contact with one another to decide the most convenient time to play.
- G. If an extension is needed, please contact intramurals@columbia.edu and copy your opponent's email address.
- H. If your opponent does not respond with their availability by 6 hours before the deadline, please send an email to intramurals@columbia.edu. If the other team does not respond with their availability at least 3 hours before the deadline, and the game is not played, a win will be awarded to the player who followed the guidelines to schedule the game.
- I. A double forfeit will occur if both players fail to reach out to one another and the game is not played.

III. Equipment

- A. A Spikeball net and ball will be used during competition.
- B. The Intramural Program will provide the Spikeball kit for each competition, however, players may bring their own. One captain per competition will be responsible for picking up and dropping off the Spikeball kit from the Equipment Check-Out window located on the 4th floor of the Dodge Fitness Center.
- C. If any equipment is damaged or not returned, the team responsible will lose their full \$20 forfeit deposit.
- D. Players must wear close-toed, athletic type shoes at all times. **NO CLEATS ARE ALLOWED ON THE LAWNS.**
- E. Players must wear athletic clothing such as shorts or sweatpants. Jeans or dress pants are not permitted.

IV. Game Rules

- A. The official rules of Spikeball on spikeball.com will govern play, with some intramural modifications.
- B. Learn [Spikeball: The Basics](#)
- C. Beginning the Game:
 - a. Each team stands on opposite sides of the net.
 - b. To determine who serves first, the teams should rock-paper-scissors.
 - c. 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.
 - d. The receiver may stand at any desired distance.
 - e. All other players must begin the point at least 6 ft. from the net.
 - f. Once the server strikes the ball, players may go anywhere they choose.
 - g. Only the defensive player opposite of the server may return the ball.
 - h. If the receiving team wins the point, the next designated player serves according to the initial sequence.

- i. If the serving team wins the point, the same server continues to serve.
 - j. If the serve is too high or hits both the net and rim (pocket) then the server has committed a fault.
 - k. If the server fails to complete a successful serve the second time, their team loses the point.
- D. Rallies:
- a. Possession changes when the ball contacts the net.
 - b. Each team has up to three touches per possession.
 - c. Touches must alternate between teammates. Consecutive touches by one player result in a loss of a point.
 - d. The ball must be contacted cleanly, not caught, lifted or thrown. The ball must not visibly come to rest on the player’s hands, fingers, or any other part of the body.
 - e. Players may not hit the ball with two hands, even if placed together “volleyball style”.
 - f. Players may use any individual part of their body to hit the ball.
 - g. After the serve, any unusual bounce (i.e. pocket) that does not contact the rim is legal and playable.
 - h. The opposing team must always put forth an honest effort to get out of the way of the “hitting” team. If the defensive player interferes, the offensive player may call “hinder” and the point will be replayed.
 - i. If a solution is unclear, the point will be replayed.
- E. Scoring:
- a. The first team to 21 points wins the set (must win by two).
 - b. The first team to win 2 sets out of 3 will win the match and advance to the next round in the tournament.
 - c. Rally scoring – points can be won by serving or receiving.
 - d. The rally ends and a point is awarded when:
 - i. The ball contacts the ground or otherwise isn’t returned onto the net within 3 touches.
 - ii. The ball is hit directly into the rim at any time, including on a serve.
 - iii. The ball bounces and falls back onto the net or rim – bounces on the net twice.
 - iv. The ball clearly rolls across the net.

V. Sportsmanship / Code of Conduct

- A. All students, faculty, staff and alumni are encouraged to participate in Intramural Sports and are expected to behave in a mature and sportsmanlike manner throughout competition. To encourage this kind of recreational atmosphere, a Sportsmanship Policy will be enforced.
- B. Following each sports contest, EACH TEAM will rate each other on their sportsmanship on a scale of 0-4, four being excellent. Sportsmanship ratings will be submitted in the [Score Reporting Form](#).

NOTE: If necessary, a team may upload a picture or a screenshot of a chat that is deemed inappropriate and deserving of a 2.0 or below sportsmanship rating.

- C. Players should report to Intramural Staff any unsporting behavior during play in the Score Reporting Form. Examples of unsporting and behavioral misconduct can be found in the [University's Student Conduct and Community Standards Policy Guide](#). Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated.
- D. Participants involved in unsporting behavior may be subject to removal from the league, at the discretion of the Intramural Director and Assistant Director.
- E. Reminder that each team must **average a minimum of at least a 2.5 sportsmanship rating** throughout the tournament.
- F. *Specific Rating Scale:*
 - a. 4 = A normal flowing game takes place, with no major issues from either team's members or associated spectators. Both teams are consistently respectful toward one another. Players did not pause the game during a live ball and played the entire match.
 - b. 3 = There is some questioning of game play, and/or a few complaints are voiced by participants or associated spectators, but with no major issues. Teams have, for the majority of the game, shown good sportsmanlike behavior toward each other with minimal arguments. Games are paused for extended periods of time.
 - c. 2 = A team or individual displays unsporting behavior to their opponent verbally or through the chat function in the game. Unsporting behavior includes offensive expression or offensive language that insults another player. Poor connection or lagging by the opponent.
 - d. 1 = Communication was aggressive and violent. Harassment towards opposing players is continuous and disrespectful. General unsportsmanlike gameplay or cheating has occurred.
 - e. 0 = Team quit the match during the middle of the game. Extremely abusive and vulgar communication persists. Involved members may be subject to removal from the league, at the discretion of the Intramural Director and Coordinator. CUIM Staff may report offending individuals to the Office of Student Conduct and Community Standards for any actions conducted before, during, or after competition.

Only the captain or designated captain can approach officials or activity supervisors during or after the game.

Email intramurals@columbia.edu with any questions.

**Columbia University Intramurals
334 Dodge Fitness Center
perec.columbia.edu
(212) 854-4002**



@columbiaperec