



Cobb PARKS

Adult Spikeball/Roundnet League

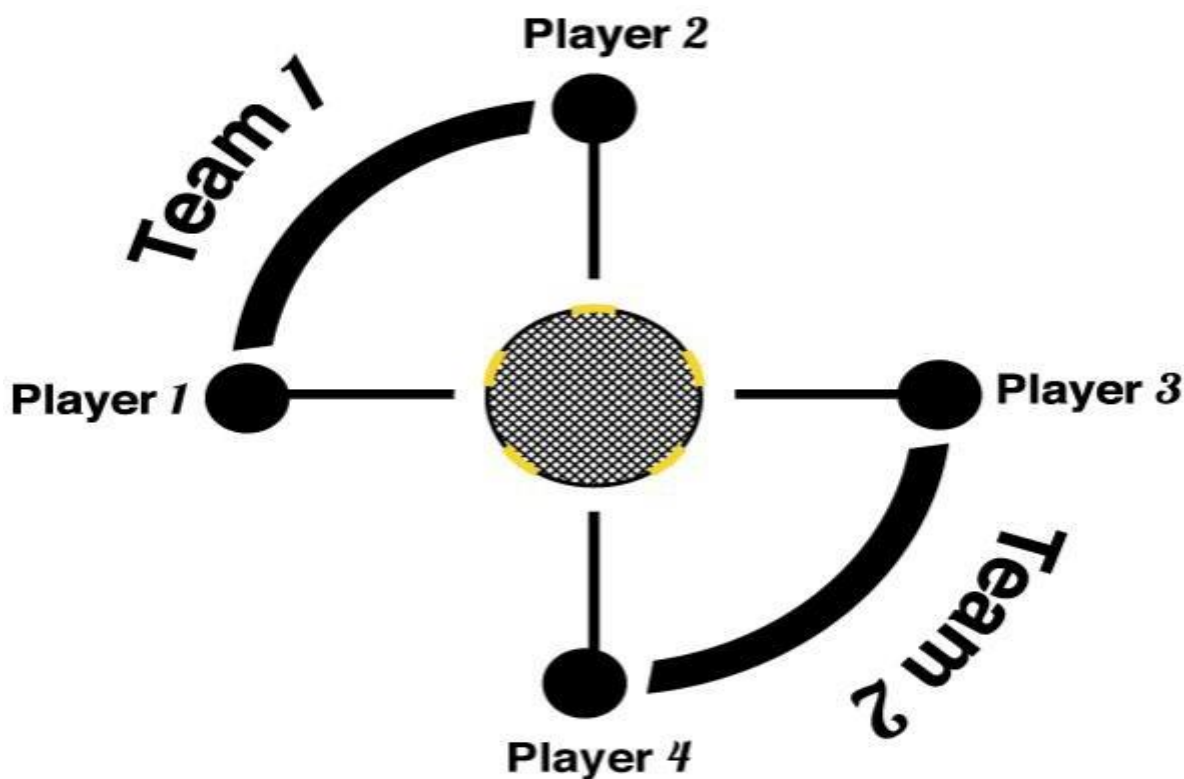
Rules and Regulations

*****UPDATED Nov 12th, 2024*****

*** Highlighted rules denote revisions made since the previous season. ***

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I. LEAGUE ORGANIZATION

A. Cobb County PARKS Department is the governing body of this league. Spikeball.com rules shall be strictly adhered to unless superseded by the following rules and regulations. Cobb PARKS reserves the right to rule on anything not covered by the Spikeball rulebook.

B. Each team is responsible for checking the website for schedules, standings, and make-up game information. League information can be found at www.quickscores.com/cobbcounty.

II. SETUP AND EQUIPMENT

A. Ball – 12 inches in circumference. PARKS department will furnish the ball, but teams may use their own ball if both teams agree.

B. Spikeball set – The tension of the net should be consistent throughout. A ball dropped from 3 feet above the net should bounce approximately 12-18in. PARKS department will furnish net, but teams may use their own if both teams agree.

C. Court dimensions (see image above).

D. Winner of rock, paper scissors, or a coin flip gets to pick a side or serve for the first set. The loser will get to decide what they want first for the second set. If a third set is needed, rock, paper, scissors, or a coin flip will occur again.

E. Closed-toed shoes must be worn.



III. ELIGIBILITY & ROSTER

- A. A player must be 16 years of age by the start of the team's 1st game to be eligible.
- B. Teams will consist of 2 (min) – 4 (max) players. Only 2 players may play at a time.
- C. Substitutions may only be made after a dead ball.
- D. A player cannot be a member of 2 teams within the same league.
- E. No new players may be added to the team's roster after the start of the last game of the regular season. All new players must be added to the roster on QuickScores. A team's coach may delete players on his/her roster at any time. Players that are not on the roster after the last game of the regular season will not be eligible for the playoffs.

IV. GAME OVERVIEW

- A. Each match will consist of a series of the best two of three sets. The first team to score 21 points will be declared the winner of each game.
- B. Teams will be given a 10-minute grace period for the first games of the day only. After the 10-minute grace period, the team failing to place the minimum number of players on the field shall forfeit the contest. The first game will not begin before the scheduled game time. Double Headers will be scheduled at the discretion of the League Coordinator.
- C. Teams are allowed one time-out per set. Time-outs are a minute long.
- D. Spikeball is self-officiated. If there is a discrepancy about a call, the point should be replayed.

V. PLAY

- A. All players except the receiver must begin the point at least 7 feet from the net.
- B. The receiver may stand at any desired distance.
- C. Once the server strikes the ball, players may go anywhere they choose.
- D. Possession changes when the ball contacts the net.
- E. Each team has up to 3 touches per possession.
- F. Determine a serving order which alternates players from the two teams (e.g., player 3 follows player 1, etc.).
- G. To equalize sun and wind effects rotate starting position 90 degrees counterclockwise every 5 points if desired.

VI. SCORING

- A. Rally scoring (points can be won by the serving or receiving team).
- B. Games are played to 21. You must win by two points.



C. The rally ends and a point is awarded when:

1. The ball contacts the ground or otherwise isn't returned onto the net within 3 touches.
2. The ball is hit directly into the rim at any time, including a serve.
3. The ball bounces and falls back onto the net or rim.
4. The ball clearly rolls across the net.

VII. SERVING

A. Before the serve, all players must be behind the service line beside the receiver. The service line is 8.5 feet from the center of the net of 7 feet from the edge of the net. If the server steps inside the service line while serving, it will be a fault.

B. 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 the other receiving team member.

C. The receiving team sets its position first. The server stands 180 degrees across the designated receiver who is the only player allowed to field the serve.

D. Serves may be struck with any amount of force; short serves are allowed.

E. If a server serves two faults, the receiving team wins the point. Violation of ANY of the following rules is a fault:

1. The server must toss the ball upwards at least 4 inches.
2. If the server tosses the ball, they must hit it. Dropping, catching, or swinging at and missing a toss all count as a fault.
3. Pocket or rim serves.

F. Serves must be below the receiver's shoulders. If the ball is too high (over shoulder), the receiver must call "high". The serving team has one more try to serve the ball. If the serving team cannot hit a legal serve on the second try, they lose the point. If the receiver does not call "high", continue play.

G. The serve must come cleanly off the net on a serve. If the ball takes an unpredictable bounce (commonly known as a "pocket") or hits the rim, the receiver must call "let". The serving team has one more try to give a clean serve. If the serving team cannot hit a legal serve on the second try, they lost the point. If the receiver does not call "let", continue play.

H. Receivers may play serves that would be considered a fault if they choose.

VIII. RALLIES

A. Touches must alternate between teammates. Consecutive touches by one player result in a loss of a point, unless it is a soft touch.



- B. Soft touch occurs on the first hit of the team on a possession, a player may hit the ball once more consecutively if their first hit occurs before the ball begins a downward trajectory. This action will be counted as a second hit. Soft touch cannot be used while returning a serve.
- C. The ball must be contacted cleanly, not caught, or thrown. Players may not hit the ball with two hands, even if placed together “volleyball style”.
- D. Players may use any individual part of their body to hit the ball.
- E. After the serve, any unusual bounce (i.e. pocket) that does not contact the rim is legal and playable.
- F. A shot that lands on the net rolls into the rim, and then off the net (i.e. roll-up) is played as a pocket, not a direct rim hit.
- G. If a team cannot determine the legality of a hit, replay the point.
- H. Pockets – A pocket is when the ball contacts the outer parts of the net near the rim. This will cause the ball to change its trajectory. During a serve, a pocket will count as a fault. During regular gameplay, a pocket is playable.
- I. No hit zone – The no-hit zone is a circle around the net that is 3.5 feet from the center. When a player goes to put the ball onto the net, no part of the body can be inside of the zone. If the player is inside the zone when they hit the ball on the net, they will lose the point.

IX. INFRACTIONS

- A. Defending players must make an effort to not impede the offending team’s possession or play on the ball.
- B. If an offender collides with a defender, or a defender’s position prevents an offensive play on the ball, the infraction player may call “hinder” to force a replay of the point. The offensive team must have a legitimate play on the ball to call hinder.
- C. If a defensive player attempts to play the ball when it is not their turn, they lose the point.
- D. If a player hits a shot off the net, then the ball hits their teammate, they lost the point. If a player hits a shot off the net, then the ball hits them, they lose the point.
- E. If any player makes contact with the Spikeball net during a point, they lose the point.

X. PLAYER CONDUCT

- A. Abusive language, behavior, or profanity will not be tolerated by players or spectators who are on the bench, on the field, or in the park. Offenders may be ejected before or after a game has been concluded and are subject to removal from the park, playing area, and league.
- B. If a player or coach touches an umpire or county representative in anger or threatens to do bodily harm before, during, or after a game, he will be barred from the league indefinitely. Cobb PARKS Department will determine the length of the suspension. Minimum suspension – 1 calendar year in all Cobb PARKS adult athletic programs. Violators may also be subject to legal penalties as enforced by the Cobb County Police Department.



C. Any player or coach ejected from a game will serve a two (2) game suspension in all Cobb County PARKS leagues he/she participates in. If a player plays in multiple leagues, the suspension covers all games he/she participates in until the suspension league night has been served.

D. Any player who is ejected from a game for profanity, rough conduct, or unsportsmanlike conduct will be suspended for the next two games which his/her team plays, **NOT INCLUDING THE GAME THE PLAYER IS EJECTED FROM**. After the second offense, the player will be suspended for the remainder of the season. Officials are directed to eject players who are guilty of any of the above.

E. Fighting among players, coaches, and spectators, or any other conduct judged inappropriate by recreation department staff will result in the ejection of the individuals or teams involved for an indefinite period set by the department. (Minimum suspension is (1) one calendar year in all Cobb County PARKS leagues). Violators may also be subject to legal penalties as enforced by the Cobb County Police Department.

XI. THE SEASON

A. If a team forfeits two or more games during the season, Cobb PARKS reserves the right to drop that team from the league with no entry fee refund.

B. If a team is scheduled to play a double header and forfeits the first game of the double header without notifying the league commissioners, the second game will be automatically forfeited as well.

C. After the schedule is complete, there will be no changes or refunds. Scheduling requests must be submitted before the season and the League Coordinator will accommodate if possible.

XII. PARK RULES & RAINOUT PROCEDURES

A. Drinking of alcoholic beverages will not be tolerated. A player determined to be under the influence of intoxicants will be immediately removed from the playing area and suspended from the Cobb PARKS Department program for 1 year. Cobb County law prohibits possession of alcohol in the county parks system, including parking lots. No tobacco will be allowed on the field or on the bench as well.

B. Unattended or unleashed dogs are not allowed in the parks. Dogs are not allowed on athletic fields. Dogs cannot be tied to the fence.

C. In the event of inclement weather, register for our rainout line. To receive an automated text about field closures, please visit [Rainout Line](#) and click the email or text alerts link. You would then click the email or text heading and check which locations you would like to subscribe to for rainout alerts. You can also download the mobile app to receive notifications. No cancellations will be made before 4 pm. The League Coordinator will reschedule games and notify all team managers prior to the playing date. Teams failing to appear for a make-up game shall forfeit. If you are not notified of a rainout by text alert, report to the field to play.

D. Smoking in county-owned or maintained parks, smoking or vaping shall be prohibited within the boundaries of any park, sports complex, recreation area, or facility owned, leased, or operated by Cobb County, including any open area within such park, sports complex, recreation area, or facility.



XIII. ADULT SPIKEBALL TIEBREAKER

The following procedure will be used to determine the first-place finisher at the end of the season or break ties for any place.

A. TWO-WAY TIE:

1. Head-to-Head - If two teams are tied with identical records, the winner is the team that won the game when the two teams played.
2. Point Differential – If two teams split their games, the team that had the lowest point differential at the end of the season will be declared the winner.
3. Fewest points Allowed - If the teams had the same point differential, the team that allowed the fewest points during the entire season will be declared the winner.
4. Most points Scored - If the teams remain tied, the team scoring the most points during the season will be declared the winner.
5. Coin Toss - If the teams split their games, a coin toss will determine the winner.

B. THREE-WAY TIE:

1. Head-to-Head - If one of the three or more teams defeated each of the other teams during the season.
2. Point Differential – If two teams split their games, the team that had the lowest point differential at the end of the season will be declared the winner.
3. Fewest points Allowed - If the teams had the same point differential, the team that allowed the fewest points during the entire season will be declared the winner.
4. Most points Scored - If the teams remain tied, the team scoring the most points during the season will be declared the winner.
5. Coin Toss - If teams split their games, a coin toss will determine the winner.

NOTE: Forfeit games will be recorded as a 2-0 score. This score can be used except when a disadvantage would occur to a winning team, or an advantage would occur to a losing team.