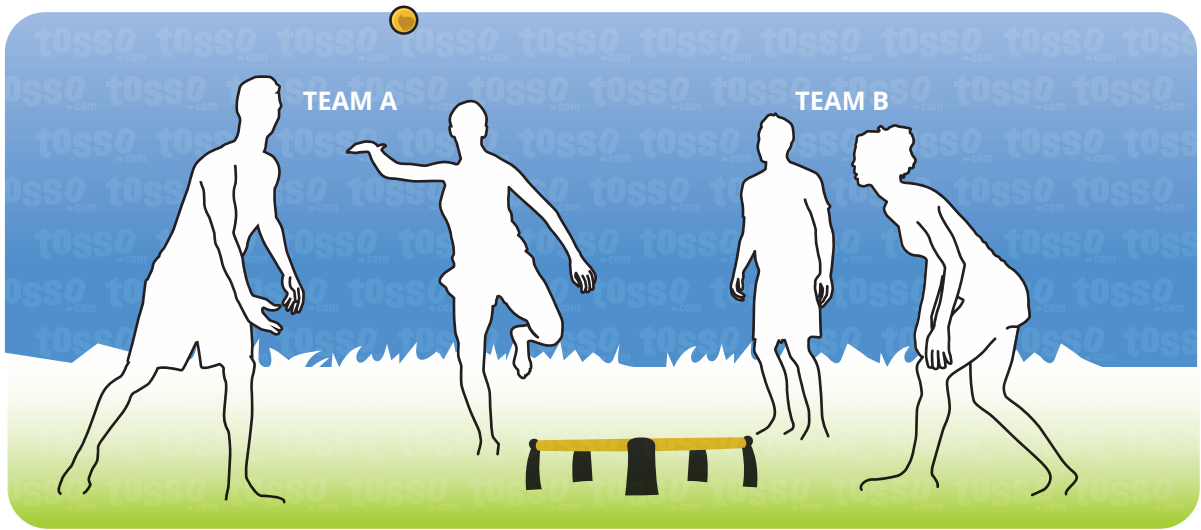


HOW TO PLAY SPIKEBALL GAME



HOW TO PLAY

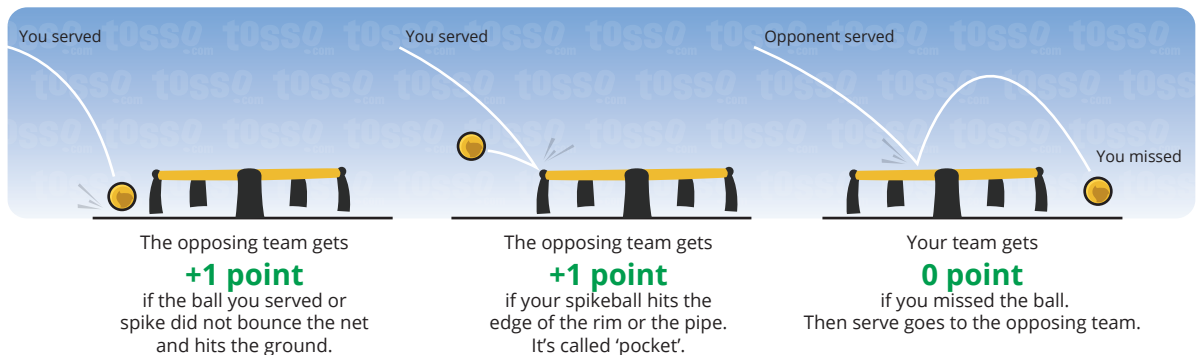
First team to get **21 points** win!

To begin, teams line up across from each other with the Spikball roundnet in between them. The serving team hits the ball into the net towards the opposing team. The goal on the serve is to hit the ball towards the opposing team in a manner where they cannot return it. If they cannot return the serve then the serving team gets a point. Each team is allowed up to 3 touches in order to return the ball into the net. It is not required that you hit the ball all 3 times. Each time the ball hits the net possession switches to the other team. The rally or volley continues until one team cannot return the ball into the net. Spikeball uses rally scoring, so points can be won by either teams regardless of who is serving. Games must be won by 2 points. We will get into more details below, but this should be enough to get you started playing the game of Spikeball.

Games are typically played to 21 points, but shorter games can be played to 11 or 15 if you want. Regardless of what score you are playing too you must win by 2 points. Points are awarded on every serve regardless of what team serves the ball.

Points are awarded in Spikeball when:

- The ball hits the ground
- The ball is hit directly into the rim.
- The ball rolls across the net instead of bouncing
- The same player hits the ball more than 1 time in a row
- A player catches or throws the ball instead of hitting it cleanly
- The ball bounces back and hits the net
- If the server faults twice in a row.



* The ball may only be touched by one hand and it cannot be carried around.

For more detailed rules of the SpikeBall game, visit <https://www.tosso.com/blogs/news/how-to-play-spikeball>