



SPIKEBALL - Rules

Here is a summary of the basic rules of Spikeball (also called Roundnet):

Objective of the game

Two teams of 2 players compete against each other. The goal is to bounce the ball on the trampoline (the round net stretched over a frame) so that the opposing team cannot return it properly.

Setup

- The trampoline is placed in the center.
 - Each team positions themselves around the trampoline, about 1.5 meters away.
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Point play

1. Serve

- One player serves the ball by throwing it and hitting it directly onto the trampoline toward the opposing team.
- The serve must be made within a 360° radius around the trampoline.
- The receiving team must let the ball bounce once on the trampoline, then return it within a maximum of 3 touches (like in volleyball).

2. Rally

- Each team has a maximum of 3 touches to return the ball onto the trampoline.
 - Players can move freely around the trampoline but must not touch the net or the frame.
 - After each return, the opposing team tries to retrieve the ball and return it in turn.
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Scoring

A point is scored if:

- The ball does not bounce on the trampoline (too short or too long).
 - The opposing team fails to return the ball within 3 touches.
 - The ball touches the ground or an obstacle (outside the trampoline).
 - A player touches the frame or the net.
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Winning

- The game is usually played to 11 points, with a 2-point advantage (like volleyball).
 - The team that reaches 11 points first with at least a 2-point lead wins.
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Additional rules

- Players can pass the ball among teammates.
- Contact with the ball must be clear and clean (no double hits).
- During the serve, the opposing team must be ready (no movement before the serve).