



## HOW TO PLAY ROUNDNET

### Overview

Roundnet is a team sport played by two teams of two players around a Spikeball® set. Opposing teams line up across from each other with the Spikeball® set in the center. The ball is put into play with a serve. Once the ball is served the players can move anywhere they want - there are no sides and no boundaries. The object of the game is to hit the ball onto the net so that the opposing team cannot return it. Each team is allowed up to three touches to return the ball, similar to volleyball. In roundnet, possession changes when the ball hits off of the net. The ball cannot hit the rim and must get off of the net in one bounce. The rally continues until the ball is not returned properly.

# SPIKE BALL

Broadway Party & Tent Rental  
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www.BroadwayPartyRental.com

### SET INCLUDES:

- Net
- 5 Legs
- 5 Rim Frame pieces
- Ball
- Serving Line
- Stake
- Bag

### DO NOT ALLOW ANYONE TO JUMP ON NET

#### TO ASSEMBLE:

- Fit Frame together, alternating Leg & Rim pieces
- Spread out Net & attach it to hooks in 4 places, making an "X" shape with Net
- The Net goes OVER the Rim & attaches to the hooks underneath – continue attaching Net to the remaining hooks (tighten as needed)

### ○ Serving

6 Feet      Any Distance

- The server's feet must be behind the six foot serving line.
- The ball must come cleanly off of the net. If the serving team misses the net or outright hits the rim, they lose the point. If they serve the ball too high or into a **\*pocket** (both rim and net), then the server will redo the serve.
- If the serving team cannot hit a legal serve on the second try, they lose the point.
- Only the defensive player opposite the server may return the serve.
- The server continues to serve until his team loses a point.
- If the the serving team wins a point, the server and his/her teammate switch places. If the defense wins, there is no change in starting positions
- Soft and hard serves are allowed.
- Drop serves are not only allowed, but encouraged.

\*A "pocket" is a ball that contacts the net near the rim causing an unexpected or unpredictable bounce. These "pockets" are legal during gameplay, but result in a fault on a serve if the direction change makes it unreachable from the returner's position. Any double bounce on the net, however, results in the other team's point.

### What You Need

Spikeball® Ball      4 Players

Spikeball® Net

### Set Up

Player 2  
6 feet

Player 1 6 feet Server

Any distance Player 3 Returner

Player 4  
Any distance

Team 1  
Team 2

### ○ Scoring

- Rally scoring - games are to 21, win by 2
- Switch sides after one team reaches 11 points.
- Points are scored when:

The ball does not bounce off the net in a single bounce. (It must clear the rim in order to be good.)

The ball hits the rim

The ball hits the ground

### ○ Contacting the Ball

Each team gets up to three touches to return the ball off of the net.

Touches must alternate between teammates.

You may use any part of your body as a "touch", but you cannot use two hands at once or contact the ball twice consecutively.

### ○ Infractions

Defensive players must make an effort to get out of the offensive team's way. If they do not, the offensive team may call a "Hinder" and the point is replayed.

If a player hits a shot off the net then the ball hits their teammate, or themselves, they lose the point.

If any player makes contact with the Spikeball® set that moves the trajectory of the ball, they lose the point. If the contact does not affect the trajectory of the ball, play on.

**Roundnet is the ultimate gentlemen's (or gentlewomen's) game. If there are any disagreements, replay the point!**

**"We Rent Celebrations!"**  
**IF EQUIPMENT IS WORKING INCORRECTLY,**  
**CONTACT BROADWAY PARTY & TENT RENTAL AS SOON AS POSSIBLE.**