



# CHRISTIAN SCHOOLS EVENTS NETWORK

## SPIKEBALL RULES

### GENERAL

- Fixtures can be found on the CSEN website
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit.
- All teams are expected to carry a Spikeball kit, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

### PLAYER RESTRICTIONS

- 2 players
- For mixed teams must have 1 boy and 1 girl playing at all times.

### TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture

### UNIFORM

- Refer to the relevant [Semester Sport](#) policy or the [Rally Day](#) policy.
- Players must wear school sports uniform.
- Players not correctly attired should not be permitted to compete.

### EQUIPMENT

- Spikeball Kit

### UMPIRES

- Students will self-officiate games
- Should there be any disputes the convener will make the final call.

### RULES

- All Spikeball games will be played according to the International Roundnet Federation rules. Please refer to the attached document for detailed rules.
- [International Roundnet Federation Rules](#)

### LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match

### RESULTS

- Term Sport – sent through to [cse@cse.au](mailto:cse@cse.au) within 24 hours of completion of the match on the results sheet by the winning team.
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.