THE CARTOON BOOK OF

SPIKEBALL



NET & WALL

SPORT ON EARTH

Sport on Earth Books · The Bat, stick & racket Family

Original illustrations · No characters were copied in the making of this book

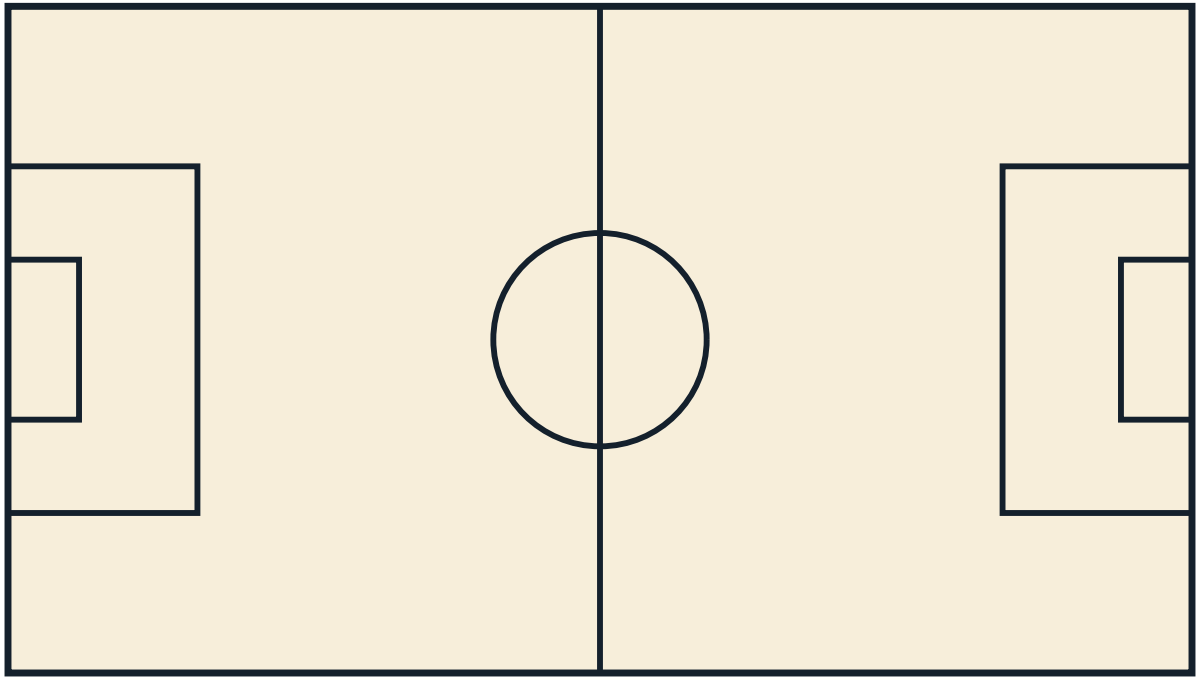
Meet Spikeball!

Two-versus-two game bouncing a ball off a small round net.



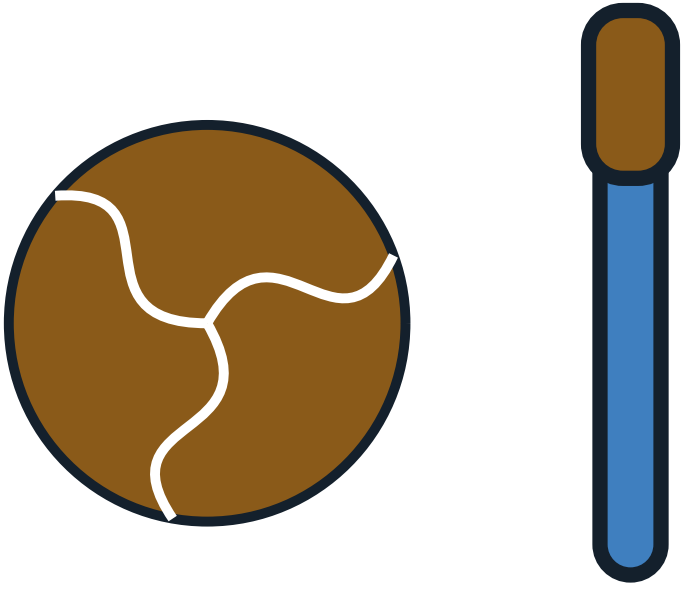
Where It Is Played

The set sits at the centre of the court, with a service line circle 2.6 m from the centre, a No Hit Zone circle 100 cm from the centre and an outer boundary circle of 8.5 m radius.



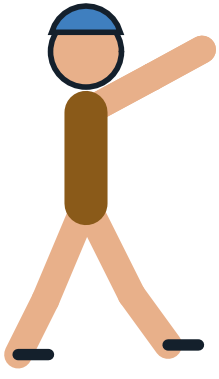
The Gear

An IRF-approved roundnet set (circular, 91.4 cm inner diameter at the top, 20.3 cm high, with net) and a ball of 85 g (plus or minus 5 g) and 330 mm circumference (plus or minus 10 mm).



How It Starts

Set up the net, stand in pairs at the four starting positions, decide serve by coin flip or rock-paper-scissors, and serve off the net to the player opposite.



How to Play

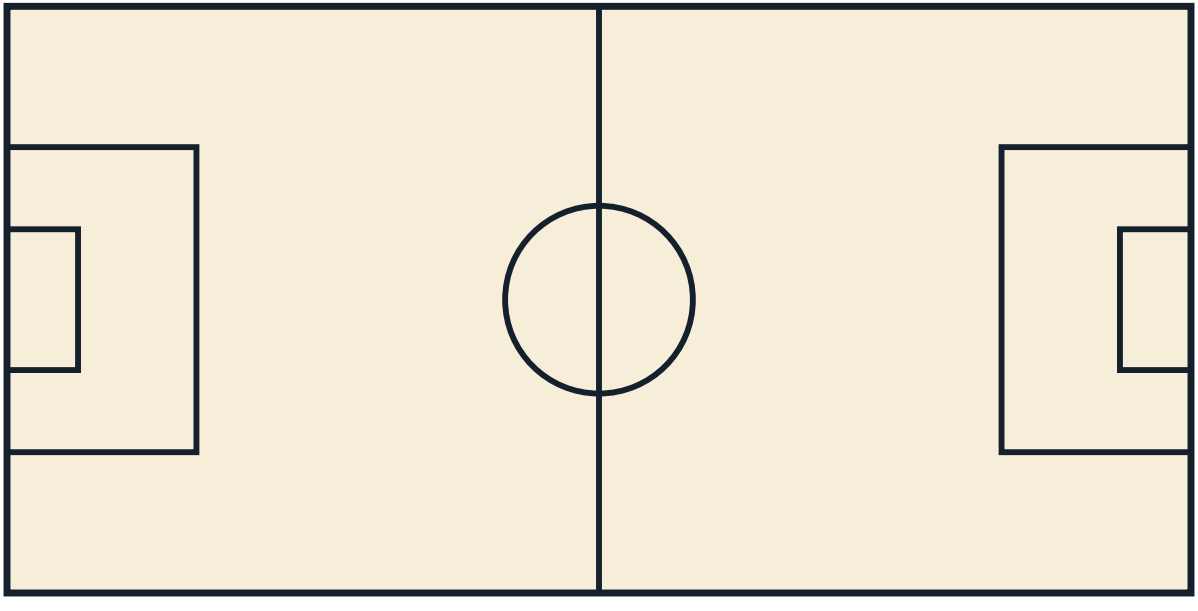
- Roundnet is played by two teams of two players, who line up across from each other at four positions 90 degrees apart around the set, with teammates next to each other.
- Scoring is rally scoring: a team scores a point when the opposing team fails to legally return the ball to the set, commits a point-loss infraction, or its server makes two successive faults.
- A game is won by the first team to the designated number of points, typically 15 or 21, and games must be won by two points unless a hard cap is set; a match is won by winning the designated number of games, typically two.
- A point begins with a serve hit off the net towards the opposing player, and only the designated receiver, positioned 180 degrees across from the server, may field the serve.

More of the Game

- A team is allowed up to three touches to return the ball onto the net, and possession switches to the opposing team once the ball is played off the net.
- After the service there are no sides or boundaries in rally play, although an outer boundary circle of 8.5 m radius from the centre of the court is drawn.
- A No Hit Zone line is drawn as a circle 100 cm from the centre of the court for all divisions.
- Play continues until a team cannot legally return the ball; hitting the rim piece ends the point in the other team's favour, as the ball must be returned onto the net.

The Shape of a Match

Two pairs play 360 degrees around a small circular net, serving off the net and using up to three touches per possession to bounce the ball back onto it.

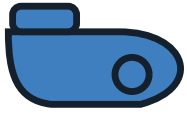


More of the Bat, stick & racket Family

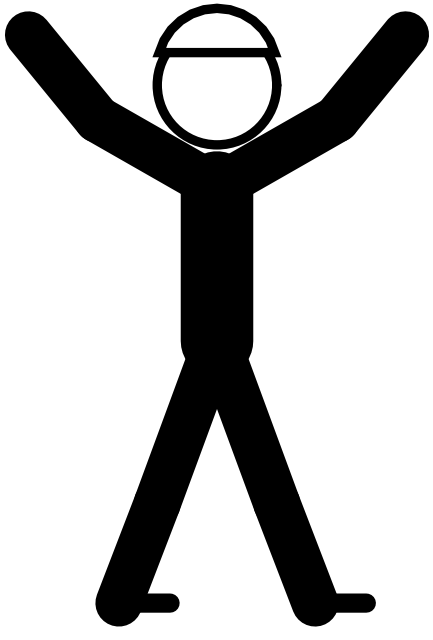
- Cricket — A fielding side tries to dismiss batters and limit runs; batters score by running between wicke.
- Baseball — A pitcher throws to a batter; hit the ball, run the bases, and score runs before three outs.
- Tennis — Players hit a ball over a net into the opponent's court.
- Badminton — Players rally a shuttlecock over a high net. Matches are best of three games to 21.
- Table Tennis — A fast game of spin and reflexes; first to 11 points wins a game; best of five or seven games.
- Padel — Tennis-squash hybrid played in an enclosed glass court.

A Note on the Rules

Spikeball (roundnet) is governed competitively by Spikeball Inc. and USA Spikeball under a code authored with the sport itself (commercialised 2008): 21-point rally games around a circular net, with the 'pocket' and rim rules refined in published rulebook revisions as the pro tour formed. There is no long documented law history to draw on — the code is young and revised annually by its own community. No major dated rule change is carried for spikeball.

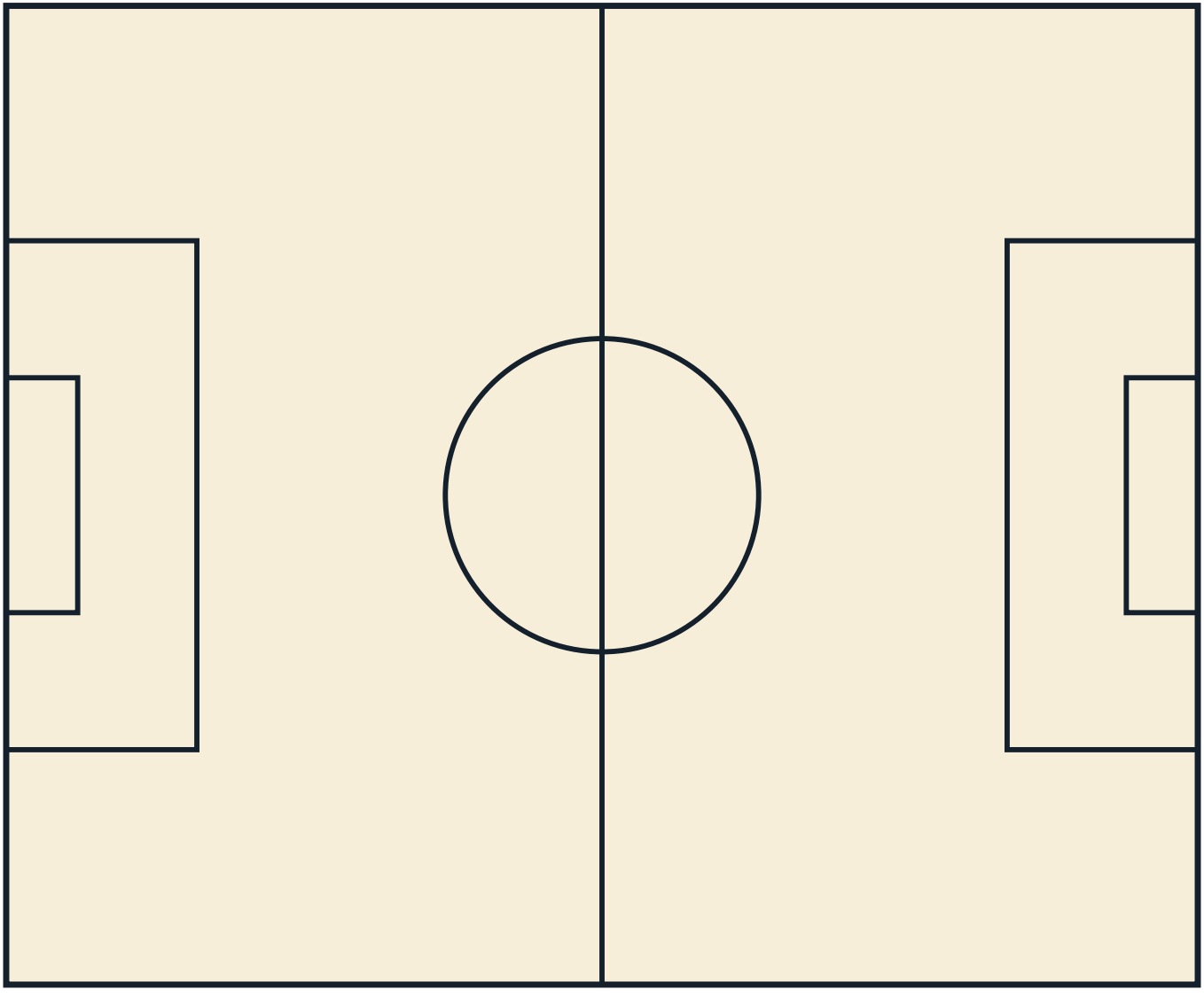


Colour the Action

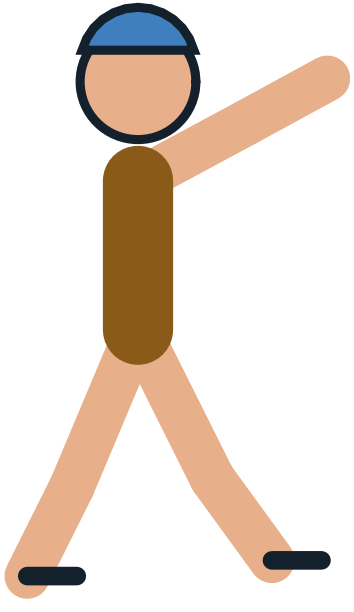


Psst — this page is a colouring page!

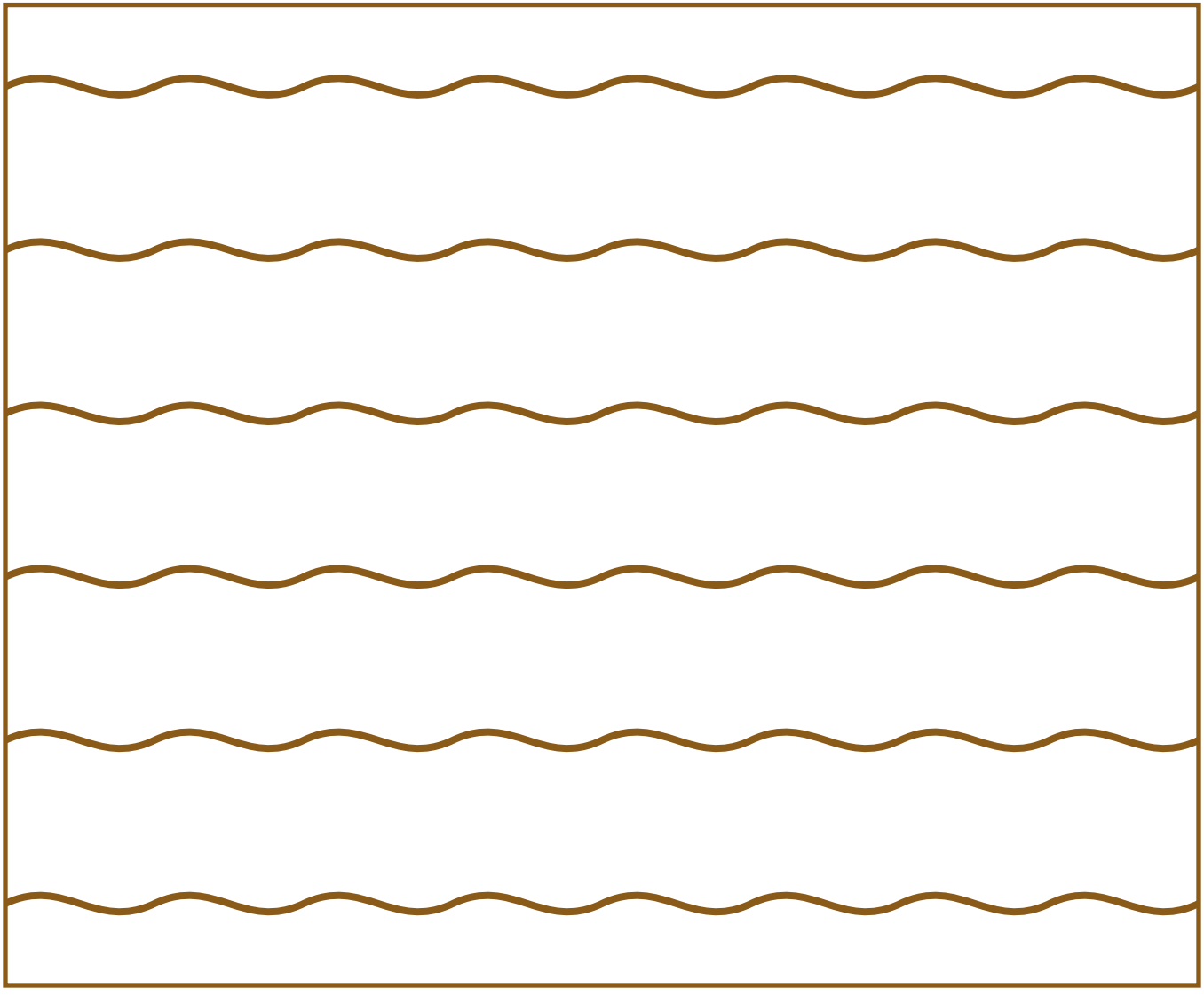
The Sport Today



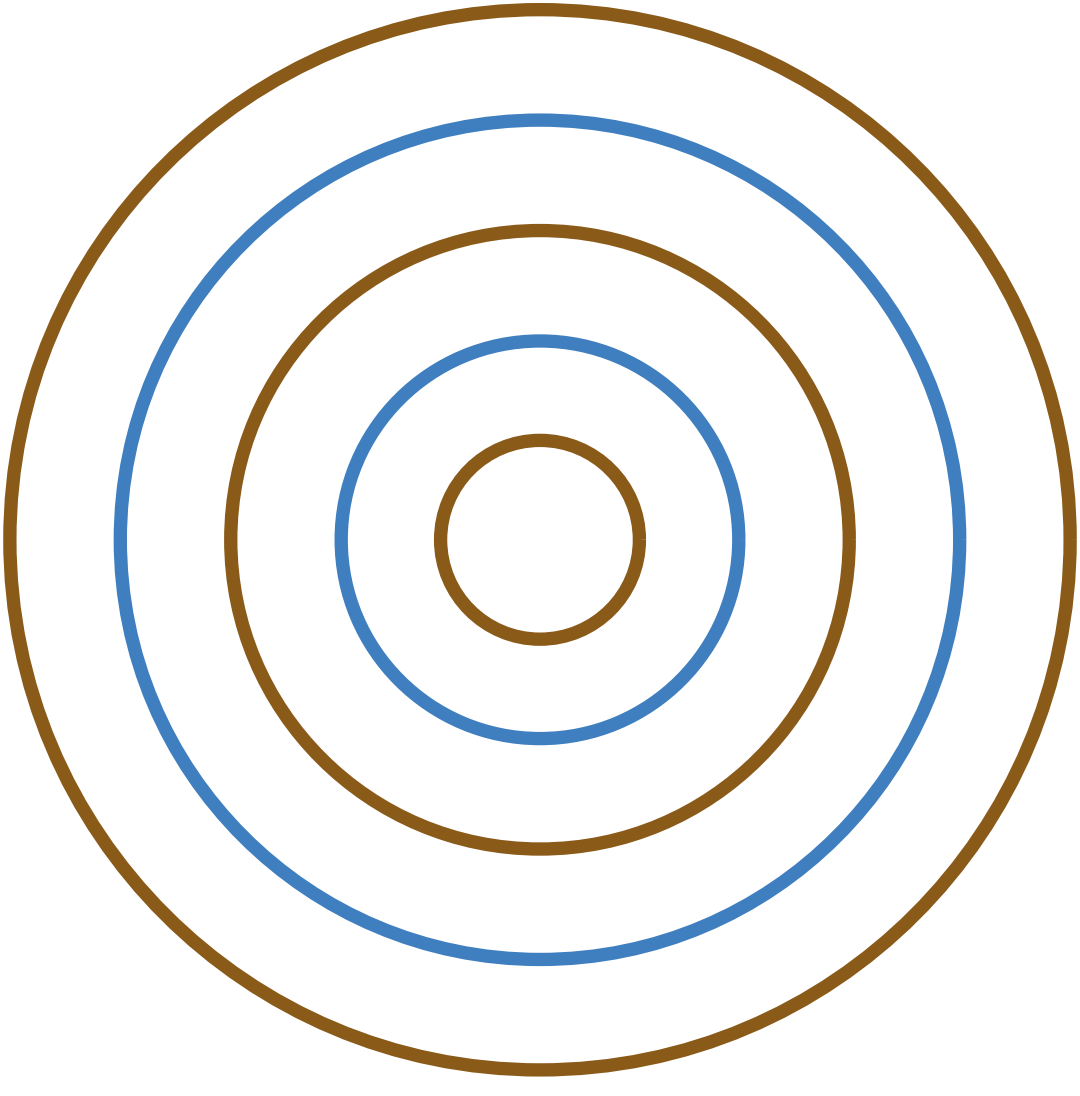
At School and College



Play It Near You



Through the Year



The Bat, stick & racket Family

Every sport belongs to a family of games that share its shapes and skills. Here are some of this book's closest relatives — each with a cartoon book and a colouring book of its own.

- Cricket — A fielding side tries to dismiss batters and limit runs; batters score by running between wicke.
- Baseball — A pitcher throws to a batter; hit the ball, run the bases, and score runs before three outs.
- Tennis — Players hit a ball over a net into the opponent's court.
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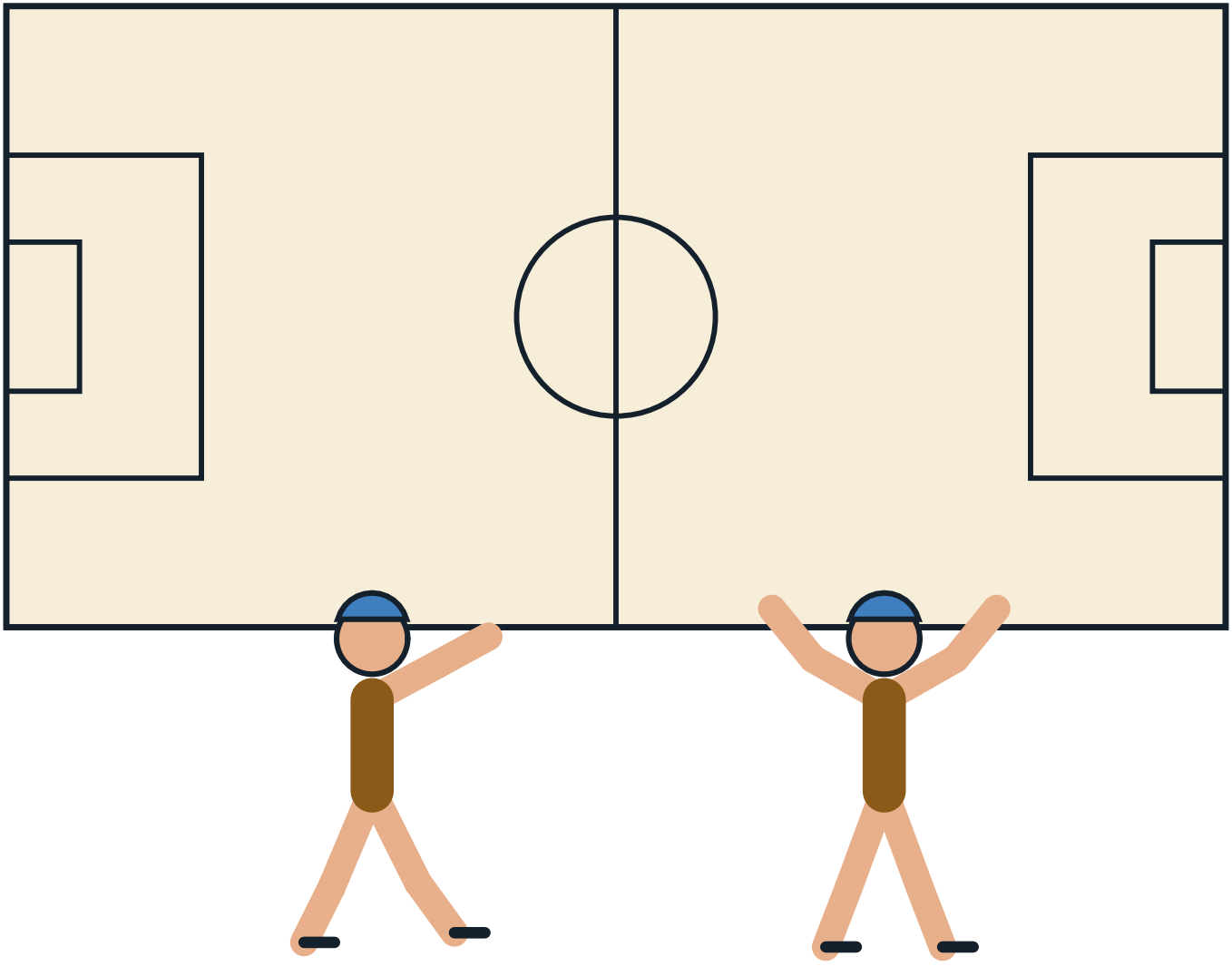
Game Day!

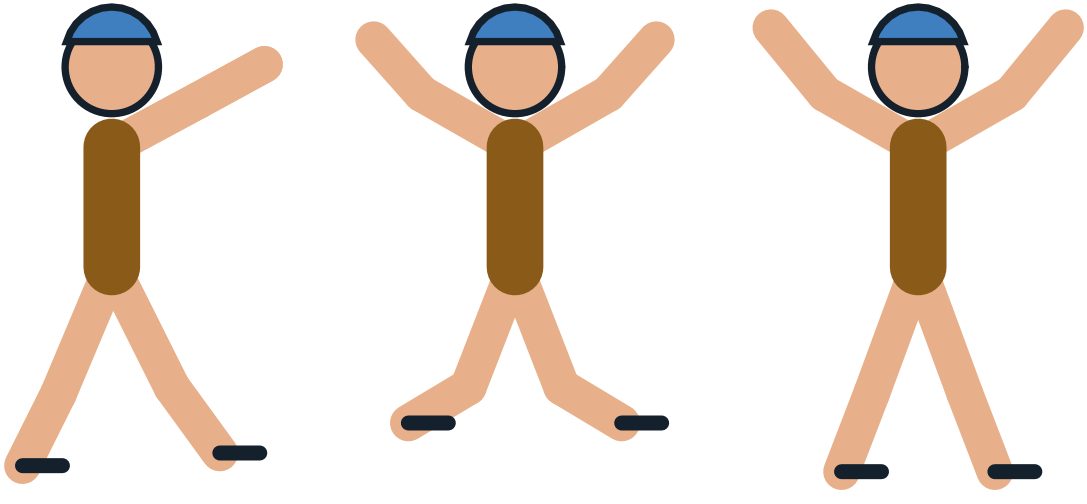


The Sport on Earth Mark

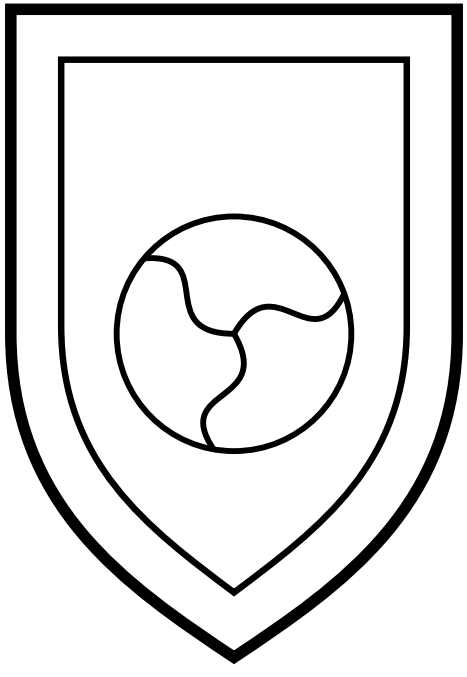
Every sport on Sport on Earth carries its own original mark, drawn for the site. Here is this sport's.



Moves of the Game

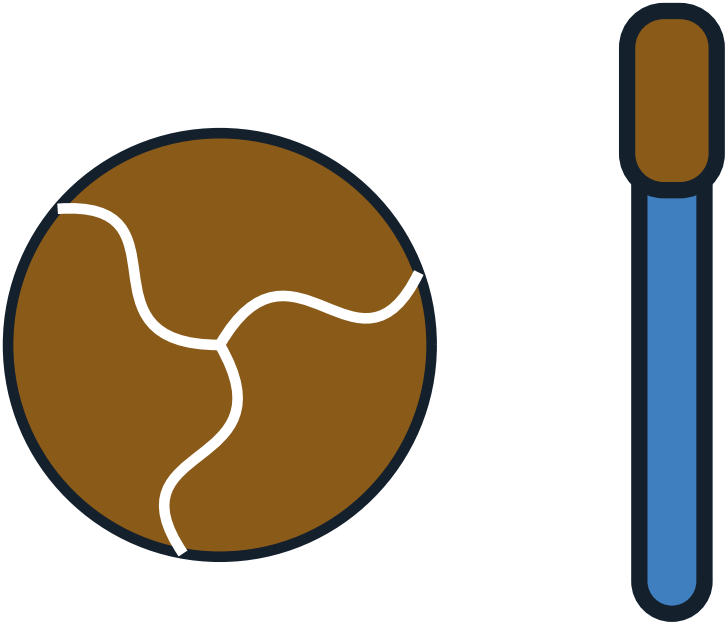


Design a Badge

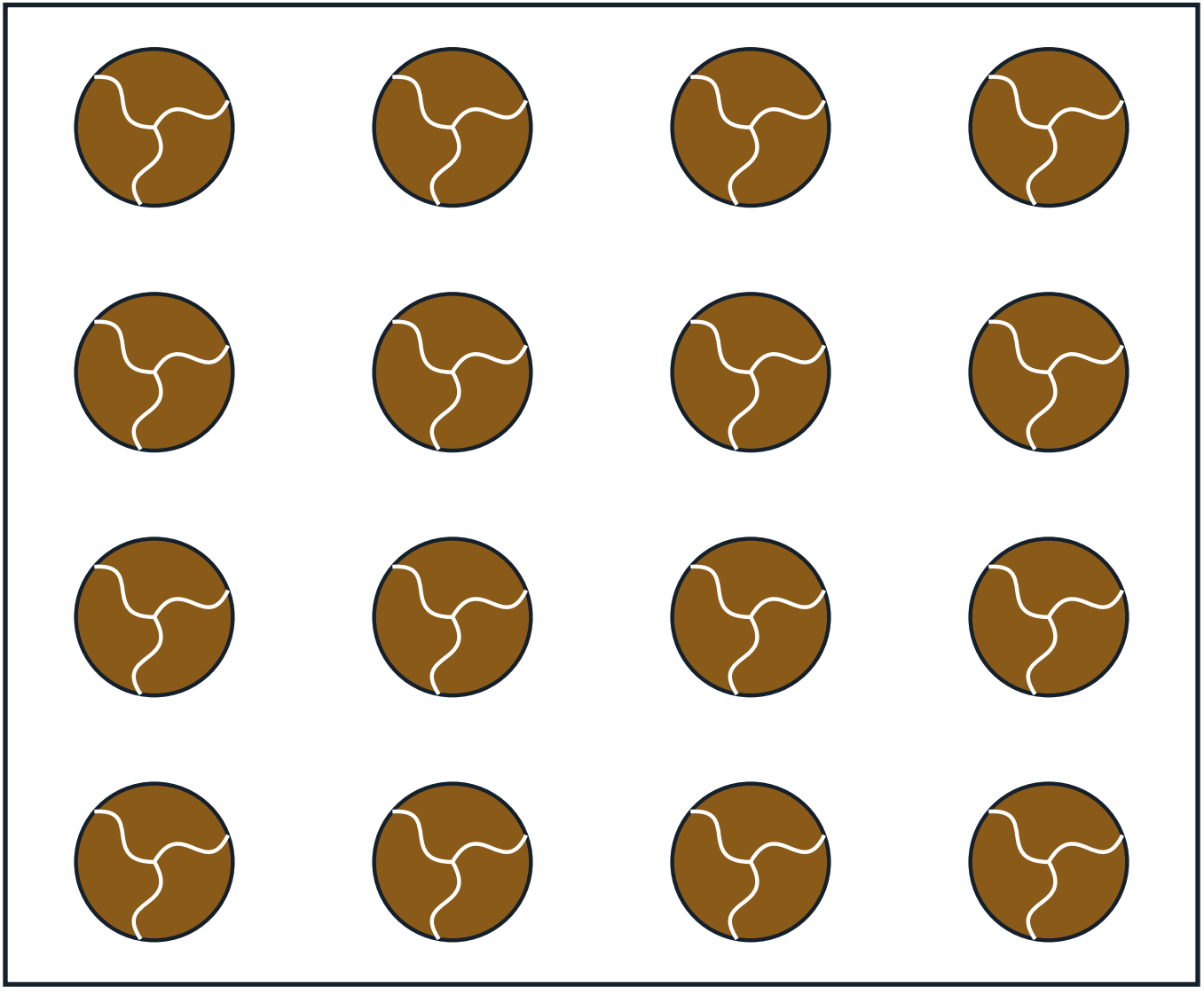


Draw and colour a badge for your own team.

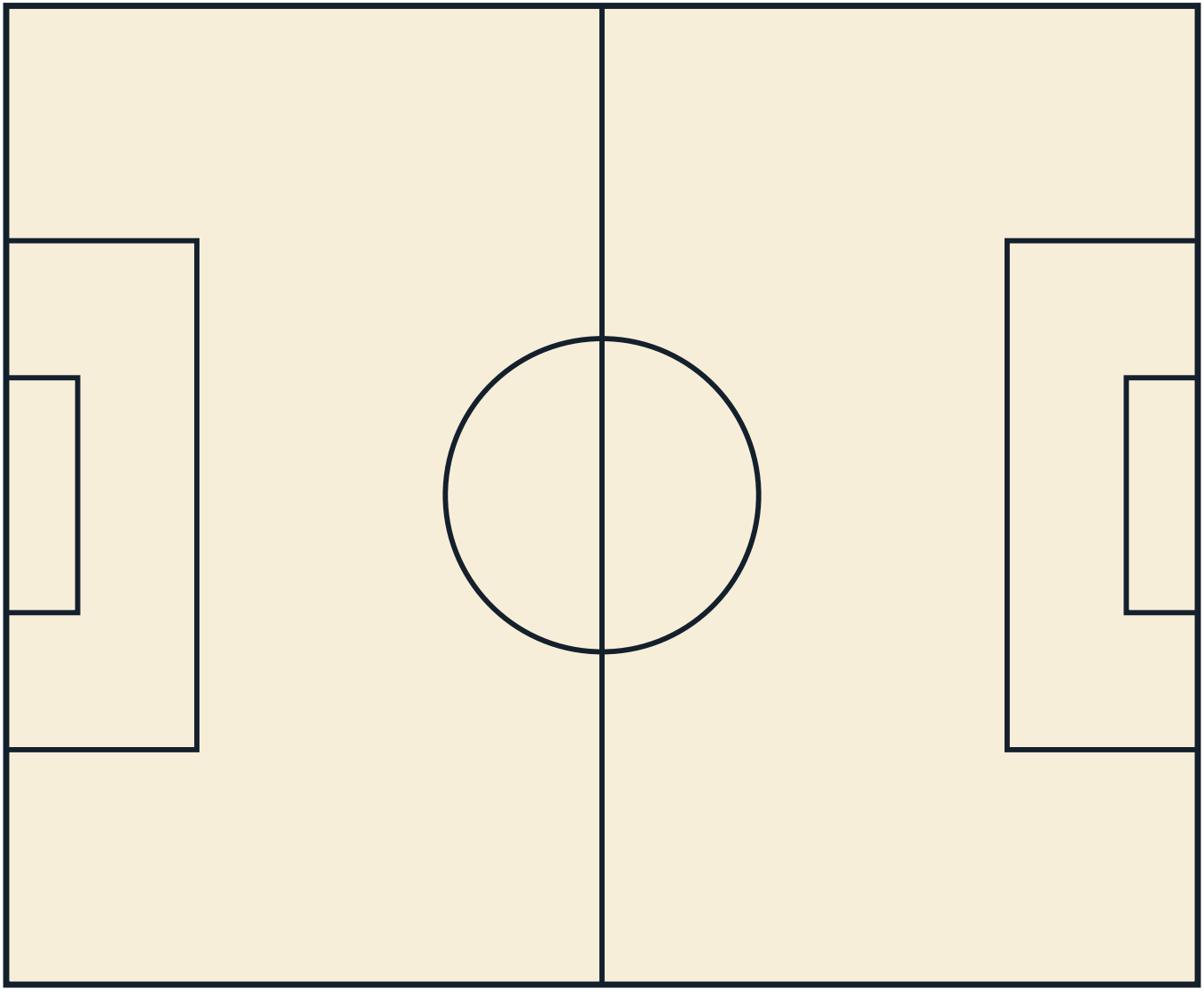
The Gear Parade



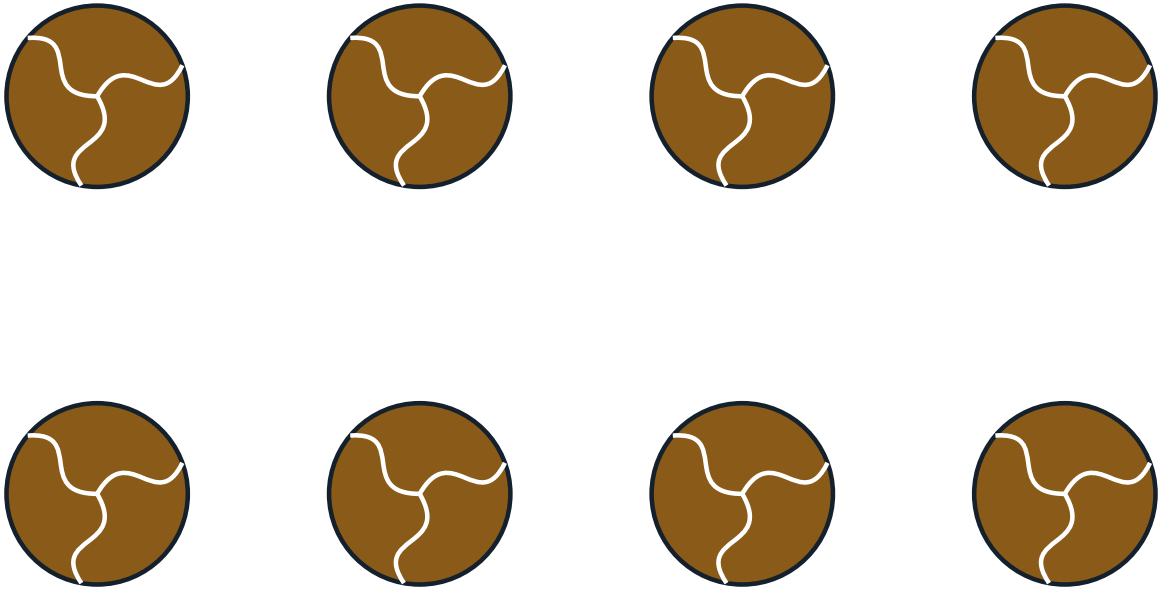
Pattern Play



The Arena From Above



Count the Balls!



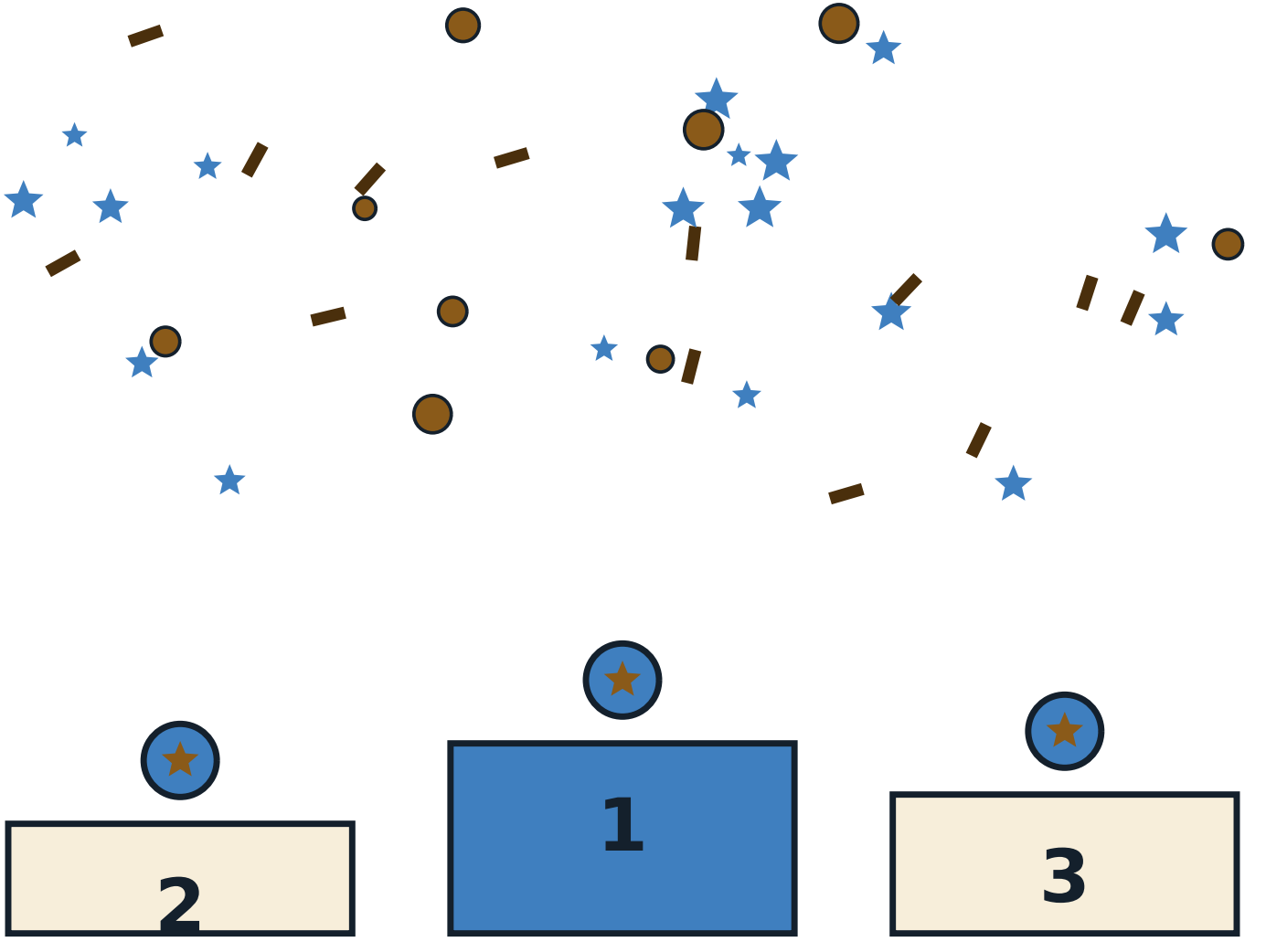
How many can you count? Write the number here: _____

My Favourite Part of Spikeball

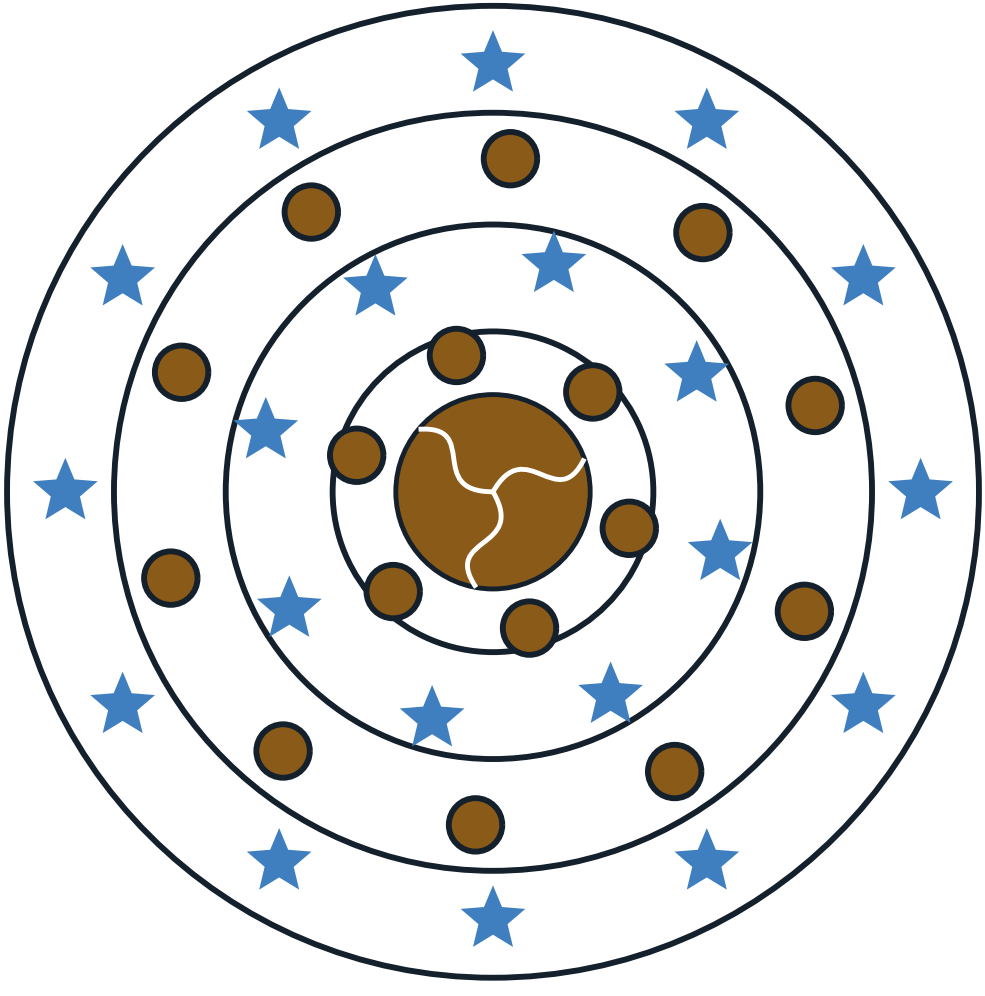
Gear Close-Up



Champions!



The Mandala of the Game



About This Book

Governing body: International Roundnet Federation (IRF). Laws edition the site's rules file follows: IRF Rules, adopted 21 October 2021, updated 17 October 2025. Everything in this book comes from Sport on Earth's own verified sport files — the same words you can read on the sport's page at Sport on Earth. The illustrations are original artwork drawn by computer for this book series. They are not pictures of real players, real teams or anybody else's characters.

More Books in the Family

- The Cartoon Book of Cricket
- The Cartoon Book of Baseball
- The Cartoon Book of Tennis
- The Cartoon Book of Badminton
- The Cartoon Book of Table Tennis
- The Cartoon Book of Padel
- The Cricket Colouring Book
- The Baseball Colouring Book

My Notes

Spikeball

The Cartoon Book of Spikeball — a Sport on Earth Book.

Text from Sport on Earth's verified sport files. Illustrations: original programmatic artwork created for this series, including the site's own sport mark. No copyrighted characters, team logos or player likenesses appear in this book.

Collect the whole shelf: a cartoon book and a colouring book for every one of the 442 sports and games on Sport on Earth.

