



Oozeball Rules and Regulations

The Oozeball Committee is responsible for the making of all rules and regulations pertaining to Oozeball. Any exception to these rules and regulations shall be at the discretion of a majority vote of the Oozeball Committee.

OOZEBALL ELIGIBILITY

Any student of Arizona State University shall be deemed eligible to participate in the game if the following requirements are met.

1. Has paid the registration fee:
On or before March 1, 2009:
 - a. \$60 per team (up to 6 players); \$40 per team if team includes at least one active dues-paying SAA member
 - b. \$10 each additional person (up to 2 additional players); \$5 each if active dues-paying SAA memberAFTER March 1, 2009:
 - c. \$75 per team (up to 6 players); \$50 per team if team includes at least one active dues-paying SAA member
 - d. \$10 each additional person (up to 2 additional players); \$5 each if active dues-paying SAA member
2. Is in good physical health.
3. All risk and responsibility forms are signed by each member of the team.

SECTION ONE: Deadline for Application

1. A \$10 non-refundable sign up fee is required to reserve a spot in the tournament with 1 or more player name and contact information provided.
2. The remaining registration fee, along with a complete team roster can be turned in any time until 5:00pm on March 20th, 2009 at Old Main, or to any Executive Board member at the weekly Membership booth.
3. Teams that do not turn in registration papers and fee by March 20th will be dropped from tournament and teams on the waiting list will be contacted in the order they signed up.
4. Any changes to team registrations or rosters after March 20th will be at the discretion of the Oozeball Committee.

SECTION TWO: The Players

1. Each team will consist of 5 players, with 1 optional alternate.
2. Teams may register up to 8 players, with a \$10 additional fee each for the 7th and 8th player.
3. 5 players must be present on the court at all time of play.
4. Each player may participate on one and only one team.
5. All team members must check-in 30 minutes prior to scheduled game time.

SECTION THREE: Clothing

1. Proper attire must be worn for playing mud volleyball.
2. Shoes must be worn at all times. No open toe sandals will be allowed.

SECTION FOUR: Playing Time/Game Structure

1. Rally scoring will be used.
2. Winner of a single game will be the first team to 21 points.
3. The overall winner will be the team that wins 2 out of 3 games.
4. Match will play up to 45 minutes.

SECTION FIVE: General Rules

1. A player may go out of bounds to play a ball. If a player plays a ball that would have been out of bounds, it is considered good.
2. A foot fault occurs when the server steps on, or over, the lines bounding the serving area during the act of serving. Part of the server's body may be in the air over the lines.

3. No time outs will be allowed.
4. A server may hit the ball with one or both hands, open or closed, or the forearms.
5. A ball touching the boundary line is good.
6. If only one player is attempting to block, and in doing so contacts the ball, they are permitted to contact it a second time.

SECTION SIX: Substitutions

1. The actual substituting shall be made only during a dead ball and without delay. It shall not be made after the referee has signaled for the next serve to begin.

SECTION SEVEN: Accidents

1. If any accidents occur during the game, the nature of which hinders the normal progress of the game or endangers the safety of the team members, the whistle shall be blown and all activities cease until the injured player is off the court.

SECTION EIGHT: Disqualifications

1. Individuals shall be disqualified from the game if they are under the influence of drugs or alcohol.
2. Team disqualifications shall occur for the following fouls:
 - a. Fighting (verbal or physical).
 - b. Interference with a referee in the performance of their duties.
 - c. Deliberate or flagrant violations of Oozeball rules and regulations.
 - d. Any activity the Oozeball committee finds unsportsman-like.
3. Disqualification shall be at the discretion of the officials, and their decisions shall be final and without appeal.
4. Disqualified persons or teams shall leave the court immediately.
5. Teams will be disqualified if the team is not present at the time which play is going to begin.

SECTION NINE: Termination of the Game

1. The officials have the right to temporarily delay or terminate the game if, in their opinion, safety requires such action.
2. The team ahead by two points or more at the time of termination will be considered the winner.

My signature on this form verifies I have read and understand the Oozeball 2009 eligibility and rules. No player will be allowed to compete without signing the registration form.

Student Name and E-mail Address

Student ID

Oozeball 2009
Saturday, March 28
10:00am - 4:00pm
Alpha Drive Fields

