

Mud Volleyball Official Rules

1. Teams are responsible for being at their courts and ready to play for their first game and all subsequent games until they are eliminated from the tournament. "Ready to Play" means that all team members have checked in with their Pod Coordinator, signed and returned their waivers, received their wristbands, made any other necessary preparations to play, and are ready to take the court.
2. Teams that are not present and ready to play may be penalized one point for each minute they are late. Up to the total number of points for the game.
3. Each team will be guaranteed 2 matches. **DOUBLE ELIMINATION.** Each match is the best of three games. Teams will switch sides between games.
4. Each game will be played to 11 points. If circumstances require (e.g., weather delays, game delays, etc.) games may be shortened in order to speed the pace of the tournament. The number of points played in championship round games will be determined by the Tournament Director.
5. A maximum of 8 people are allowed on the court at one time, at least two of whom must be female.
6. The ball must be served from the back right position, behind the rear out of bounds line and may be hit in any manner with the hand. Prior to service the ball may not be loaded with mud.
7. Net serves count.
8. Substituting will only be allowed from the serving positions, except in cases of injury.
8. It is a foul for players to touch the net.
9. Players of the serving team must rotate clockwise when receiving the ball to serve, and the back right player must serve the ball.
10. A point will be scored each time the ball is put into play, regardless of which team serves the ball. **RALLY SCORING.**
11. Holding or throwing the ball while it is in play is a foul. The play must be a distinct batting of the ball.
12. Three hits a side. Anybody (male or female) on the court may hit the ball. A player may not hit the ball twice in succession. A block is not considered a hit.
13. A ball may be played by any part of the body.
14. It is a violation to spike with two hands.
15. Only the front line is permitted to jump and spike the ball at the net.
16. Everyone participation must wear shoes. **(NO CLEATS OR SPIKED SHOES).**
17. Any player arguing with or abusing an official will be asked to leave the game and immediate vicinity. Failure to leave will cause his/her team to forfeit that game. A player ejected from a game will not be allowed to participate in any further games.
18. Decisions made by the Tournament Director are final.
19. A court consists of a net and genuine Roscoe Mud.
20. If a team needs a player, arrangements must be made with the Tournament Director.