



OOZEBALL RULES

Play is governed by the NCAA Volleyball rules with the following modifications:

A. AREA OF PLAY

1. Games will be played at the Intramural Fields across from the Tennis courts and the Eller Media Softball Stadium.
2. Each court will be designated by a number, with Court 1 being located furthest away from Harmon Ave.
3. Boundaries
 - i. Back Line: Cones will be placed on the original ground surface, establishing the Back Line for service purposes only. The pit area dimensions will represent the legal area of play.
 - ii. In Bounds: The sidewall of the pit, as well as the water within the pit, is designated as in bounds. This includes the physical corner of the pit where the original ground surface and the sidewall meet. All other items are considered out-of-bounds.
 - a) **Generally, if a ball hits the sidewall of the pit, and bounces into the water, it is considered "IN." If the ball bounces up into the air and away from the pit, it is considered "OUT"**
 - b) **As the pits may deteriorate during the day, it is the official's discretion whether a ball is in or out.**

B. PLAYERS & SUBSTITUTIONS

1. Teams
 - i. Each team must start and end the game with at least four (4) players.
 - ii. A team with four players or more must play or the forfeit procedure will go into effect.
 - iii. During the course of the game, if a team drops below four players, that team will receive the loss according to team misconduct rules.
 - a) **If an injury results in a team dropping below four players, play will continue.**
 - b) These rules will be applied regardless of a game score at the time of incident.
 - iv. Players
 - a) Each team will play six (6) players to a side.
 - b) The minimum number of players required to start is four.
 - c) The maximum number of players any team roster may have is 12.
 - d) There must always be an equal number of men and women playing at any time. In the event an odd number of players are present, the additional player may be the team's choice.
2. Substitutions:
 - i. The substituting player must be the same gender as the player they are substituting in for. (M for M and F for F)

C. EQUIPMENT

1. Intramural Staff will provide volleyballs for all matches.
2. **Athletic or swim footwear is strongly encouraged but not required.**
3. All players must wear athletic cut swim attire, or other athletic attire, at all times.

D. TIMING

- i. Games will be played at 15-minute intervals. Teams are responsible for arriving at their pit five (5) minutes prior to the start of their scheduled match.
- ii. **If a team does not have any players present at game time, the game will be declared a forfeit.**

E. SCORING

1. Match Format
 - i. During Pool Play, a match will consist of 1 game played to 21 points or 15 minutes.

- a) Teams need to win by 2 points
- ii. During Tournament Play, the championship match will be played best two of three games.
- 2. Game Format
 - i. Rally scoring will be used (i.e. a team may score on any play).
 - ii. A team will serve upon winning any point.
 - iii. For all matches, the pool play will be played to 21 points or 15 minutes. For the Semi-Final and Championship game, the second game will also be played to 21 points, and the final game shall be played to 15 points. The winner will be determined by the first team to reach the designated score
- 3. A forfeit will be recorded as a win for the team ready to play, and the score will be recorded as 21-0 in favor of the team ready for play.
- 4. Any game forfeits for team misconduct will be scored as match win for non-offending team.

F. START AND RESTART OF PLAY

- 1. First Serve Selection
 - i. Each team will select 1 person to participate; gender selection is team's choice.
 - ii. Both representatives will stand on dry land and wait for the official to drop the ball into the water.
 - iii. **At the official's whistle, the representatives shall race towards the ball. First touch gains possession.**
- 2. The Serve
 - i. The ball may be served anywhere more than 15 feet from the net. Teams on the "entry" side of the pits must be in the water when they serve.
 - ii. **The serve shall not be attacked, while the ball is above the top of the net.**
 - iii. A served ball which contacts the net will not be ruled a dead ball if during the ball's flight it crosses the net to the receiving team.
 - iv. A re-serve shall be called when the server releases the ball for service, then catches it or drops it to the water.
 - v. A served ball is dead if before it contacts an opponent or the water/ground of the opponent's area if it:
 - a) Touches the service side of the net or a teammate of the server
 - b) Passes under the net
 - c) Crosses the net entirely outside the playing area or is otherwise out of bounds
 - vi. **The service rotation shall begin with the player starting in the right-back position. The rotation will continue with the player in the right-front position moving to right-back and right-back to center-back, and so on.**

G. SWITCHING SIDES

- 1. The teams will change sides of the pit once the game score total equals 21 total points (i.e. 11-10, 14-7, etc.) or 7 minutes (1/2 of 15-minute time period) of game time has elapsed.

H. VIOLATIONS & FOULS

- 1. Any violation of the listed rules will result in a point for the opposing team, and service given to that team.
- 2. Playing the ball:
 - i. The ball may be played by any part of the body above the water.
 - ii. **When the ball is played three times by a team, a player of each gender must make at least one contact.**
 - iii. After a block, the blocking team still has three touches.
- 3. Net Play
 - i. It is a fault to touch any part of the net, except for insignificant contact by a player not involved in the action of playing the ball.
 - a) Players directly playing the ball, attempting to fake an attack-hit, or attempting to block such a play, are considered involved in the action of playing the ball.
 - b) If the ball is driven into the net with such force that it causes the net or antennas to contact a player, such contact is not a fault.

- ii. A player is not allowed to initiate an attack-hit while the ball is completely on the opponent's side of the net. If the ball is hit above the attacker's side of the net and the follow through causes the attacker's hand and arm to cross the net without contacting an opponent or the net, this action does not constitute a fault.
4. Crossing the Center Line:
- i. Encroachment into the opponent's court with the foot, feet or hand(s) is permitted, provided:
 - a) Some part of the encroaching extremity remains in contact with or directly above the centerline
 - b) There is no interference with opponents.
 - ii. It is not a fault to cross the centerline after the ball is out of play.