

Oozeball

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

1. AREA OF PLAY

1. Games will be played at the Intramural Fields on Swenson and Harmon, across from the Tennis courts and the Eller Softball Complex.
2. Each court will be designated by a number, with Court 1 being located furthest away from Harmon Ave.
3. Boundaries
 1. 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.
 2. 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.

2. PLAYERS & SUBSTITUTIONS

1. Teams
 1. Each team must start and end the game with at least five (5) players.
 2. A team with five players or more must play or the forfeit procedure will go into effect.
 3. During the course of the game, if a team drops below five players, that team will receive the loss according to team misconduct rules.
 4. If an injury results in a team dropping below five players, play will stop and a standard loss will be recorded.
 5. These rules will be applied regardless of a game score at the time of incident.
6. Players
 - a) Each team will play six (6) players to a side.
 - b) The minimum number of players required to start is five.
 - 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:
 1. The substituting player must be the same gender as the player they are substituting in for. (M for M and F for F)

3. EQUIPMENT

1. Intramural Staff will provide volleyballs for all matches.
2. All players must wear footwear at all times while at the Intramural Fields.
3. All players must wear athletic cut swim attire, or other athletic attire, at all times. Indecent or lewd attire must be covered or not worn.

4. TIMING

1. Delay Time - Once at the scheduled game time:
 1. If a team does not have any players present at game time, the game will be declared a forfeit without the Delay Time procedure.
 2. If a team does not have four (4) players signed in at game time, that team will be given 10-minutes to have four players sign in before the game is declared a forfeit.
 3. If neither team has four players signed in, both teams shall have 10-minutes to have four players sign in before the game is declared a double forfeit.
 4. Time used to wait for the minimum number of players will be off the game clock. The first team ready to play will receive two (2) points for every minute (rounded up) that the game is delayed (up to the end of the Delay Time period).
 - a) One team ready to play: Team A has enough players at game time and Team B's fourth player signs in with 6:18 after the signaled start of the game. As the wait was over six minutes, Team A will start the game with a 14-0 lead.
 - b) Neither team ready to play: Team A's fourth player signs in with 5:00 after the signaled start, and Team B's fourth signs in with 8:00 after the signaled start. Team A will start the game 6-0.
 5. The clock will not stop to have players sign in, and game play must begin before the 10-minute period has been completed. Once all teams are ready, the ball will be put into play in accordance with the Start of Game rules.

5. SCORING

1. Match Format
 1. During Pool Play, a match will consist of 1 game played to 21 points or 20 minutes.
 - a) Teams do not need to win by 2 points
 2. During Tournament Play, the championship match will be played best two of three games.
 3. Each Game will have a 20-minute time limit (60-minute total for a 3 game match)
2. Game Format
 1. Rally scoring will be used (i.e. a team may score on any play).
 2. A team will serve upon winning any point.

3. For all matches, the pool play will be played to 21 points or 20 minutes. For the 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, regardless of point differential during the game (no "win by two").
3. A forfeit will be recorded as a win for the team ready to play, and any points accumulated will be the final score.
4. Any game forfeits for team misconduct will be scored as match win for non-offending team.
6. START AND RESTART OF PLAY
 1. First Serve Selection
 1. Each team will select 1 person to participate; gender selection is team's choice.
 2. Both representatives will stand on dry land and wait for the official to drop the ball into the water.
 3. At the official's whistle, the representatives shall race towards the ball. First touch gains possession.
 2. The Serve
 1. The ball may be served anywhere behind the end line (marked by cones) but between the sidewalls.
 2. The serve shall not be attacked, while the ball is above the top of the net.
 3. 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.
 4. A re-serve shall be called when the server releases the ball for service, then catches it or drops it to the water.
 5. 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
 6. 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.
 3. Switching Sides: The teams will change sides of the pit once the game score total equals 21 total points (i.e. 11-10, 14-7, etc.).
7. 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:
 1. The ball may be played by any part of the body above the water.
 2. When the ball is played three times by a team, a player of each gender must make at least one contact.
 3. After a block, the blocking team still has three touches.
 3. Net Play
 1. Moving to the net by a back row player is allowed, but only the persons starting in the front row can attempt a block or attack.
 2. Persons starting play in the back row may not make an attack on the ball at the net.
 3. 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.
 4. 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:
 1. 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.
 2. It is not a fault to cross the centerline after the ball is out of play.