

MUD VOLLEYBALL GAME RULES

1. **All participants are subject to these rules.**
2. **Any unsportsmanlike behavior by any team member will be ground to disqualification and expulsion from the premises. THIS WILL BE ENFORCED!**
3. Each team will participate in pool play to seed for tournament brackets. This guarantees each team a minimum of three matches. A match will consist of one 18 minute game, switching sides after 9 minutes. Winner will be the team with the most points at the end of the time limit. Points in progress will be finished.
4. In the event of a tie, at the end of the game continue playing (don't switch sides) until one team is ahead by 2 points. That team is the winner. Report your score to the court monitor.
5. The ball must be served by the right back, 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.
6. It is a foul for players to touch the net
7. The ball may not hit the net on the serve.
8. If the ball hits the line it is in.
9. A point may be scored only by the serving team. NO RALLY SCORING
10. Players of the serving team must rotate clockwise when receiving the ball to serve. The right back must serve.
11. Holding or throwing the ball while it is in play is a foul.
12. Three hits to a side. A player may not hit the ball twice in succession. A block is not a hit.
13. The ball may be hit with any part of the body.
14. It is a violation to spike with two hands.
15. Everyone playing must wear flat shoes. No shoes with spikes allowed.
16. Any player arguing with an official will result in the entire team being disqualified. The entire team will be asked to leave the property immediately.
17. A team must have a minimum of 6 and a maximum of 8 players on the court and may have substitutions on the roster.
18. At least two (2) females must be on the court at all times.
19. Substituting allowed from the serving position only, except in the case of injury.
20. If you do not check in, or if your entire team is not on the field when ANY of your games start, you will forfeit the game & your opponent will receive highest number score in that round.
21. Teams SUSPECTED of reporting inflated scores will forfeit their game and BOTH teams will score a zero.