

OOZEBALL ENTRY FORM

Event Date: Friday, April 27, 2012

DATE APPLICATION SUBMITTED: \_\_\_\_\_

TEAM NAME: \_\_\_\_\_

NAME OF RSO, if applicable: \_\_\_\_\_

CIRCLE ONE CATEGORY: MEN'S CO-REC WOMEN'S

NAME OF PERSON RESPONSIBLE: \_\_\_\_\_

PHONE NUMBER: \_\_\_\_\_ E-MAIL ADDRESS: \_\_\_\_\_@WARHAWKS.ULM.EDU

Table with 3 columns: MEMBERS, SHIRT SIZE, INITIALS. Rows 1-6 for team members, including a Captain.

ALTERNATES (shirts for alternates may be purchased for \$10 each)

Table with 3 columns: MEMBERS, SHIRT SIZE, INITIALS. Rows 1-2 for alternates.

ENTRY FEE: March 26-30, 2012 - \$50.00 per 6 person team
April 2-5, 2012 - \$60.00
April 16-20, 2012 - \$70.00 - shirt or shirt sizes not guaranteed after 4/20
April 23-24, 2012 - \$80.00 \*late entry - shirt or sizes not guaranteed

EACH TEAM MEMBER MUST SIGN BELOW

LIABILITY RELEASE:

I do hereby, for myself, my heirs, executors and administrators, release and forever discharge the UNIVERSITY OF LOUISIANA AT MONROE and all of its agents and employees, acting officially or otherwise, from any and all claims, demands, actions, or causes of action, on account of my death, or on account of any injury to me, or for any loss or damage to any of my property which may occur from any cause during the OOZEBALL event. \*All must sign before turned in.

Table with 2 columns: Signature line, Date Signed. Rows 1-8 for team member signatures.

**ONE PERSON FROM EACH TEAM MUST ATTEND THE MANDATORY CAPTAIN'S MEETING ON WEDNESDAY, APRIL 25, 2012 AT 6:00 PM AT THE ALUMNI CENTER. IF A REPRESENTATIVE IS NOT PRESENT, YOUR TEAM WILL FORFEIT THE TOURNAMENT AND YOUR ENTRY FEE.**

**\*\*\* Each team must provide two (2) standard rolls of duct tape. You must bring this to the Captain's meeting, colored tape may be worn the day of the event but standard tape (silver) must be supplied at the meeting. You are not guaranteed to get the same roll of tape back.**

**\*\*\* Each team gets 6 shirts! Turn your application in before 11:00 am April 20, 2012 to guarantee your shirt sizes.**

### ***OOZEBALL RULES AND REGULATIONS***

1. The 31 Ambassadors Oozeball Tournament is a single elimination tournament sponsored by the 31 Ambassadors.
2. Teams will be divided into Men's, Women's, and Co-Rec categories. Regarding Co-Rec, **3 women must be in the court playing at all times!!! Faculty/Staff members may not participate on student teams.**
3. All team members are required to sign a liability release form to be turned in with the team's application.
4. Men or Women can play for an all men/women team and a coed team. In the event, that both your all men/women's team and coed is playing at same time you will have to choose which team to play for which means one of those teams might not have enough players and they would have to **Forfeit.**
5. Any roster changes must be submitted to the Oozeball Chairman before the competition begins.
6. Every participant must wear shoes while playing Oozeball. The 31 Ambassadors strongly recommend wearing tall socks & tennis shoes. Your shoes will be duct taped to your socks/legs.
7. Every team must provide two (2) rolls of duct tape (silver) and it must be turned in at the Captains' meeting.
8. The court should be roughly 20' x 50' in measurement and the height of the net will be 8'.
9. The games will be continuous for 16 minutes. The time will stop at 8 minutes so the teams may switch sides on the playing court (you have **one minute to switch sides**) then the clock will start. The score will also be continuous and the winner will be the team with the most points when time is called.
10. The teams may consist of 6-8 players, but only 6 may be on the playing court at any given time.
11. Each team must appoint a team captain who will serve as spokesperson for that team. The team captain will call the coin toss before the game.
12. The decision of the referee **is final.** The head referee will always have the final say in any dispute which may arise.
13. Only the team captain may speak to the referee concerning a controversial call.
14. The team brackets will be posted at the official table along with court assignments and playing times. This schedule is subject to change without notice. Please stay near the playing area so you can hear when your team is called to play.
15. After the final call for your team, you will have no more than 2 minutes to report to the playing area.

16. If you need help or have a question during the tournament, contact any member of the 31 Ambassadors for assistance. If they cannot answer your questions, they will direct you to the appropriate person.
17. Oozeball participants **must be either a ULM Student, Faculty or Staff member.**

## ***OOZEBALL – HOW TO PLAY THE GAME***

### **PLAYING THE GAME**

- 1) A toss of the coin determines choice of either side or serve.
- 2) The game is started by a serve by the player in the right back position on the serving team.
- 3) **The ball:**
  - a) Is "**in bounds**" if it lands on the sidelines or endlines.
  - b) Is "**out of bounds**" if it lands completely outside the lines.
- 4) **A player:**
  - a) May touch the center line but not the floor beyond the center line.
  - b) May play the ball with any part of the body above the waist. The ball must be given immediate impetus at contact.
  - c) Must serve from within the serve area.
  - d) Must wait for the official's whistle to serve.
- 5) **A net foul** is not called when the force of the ball drives the net into the player
- 6) **A replay** occurs when:
  - a) An object enters the court or there is interference with the play.
  - b) A player serves the ball before the official's whistle signals for service. One warning will be given. Thereafter, a side out results.
  - c) A player is injured and timeout is called while the ball is in play.
  - d) A double foul occurs.

### **VIOLATIONS OF THE RULES**

- 1) **Any player:**
  - a) Is illegally positioned on the serve.
  - b) Causes the ball to land out of bounds.
  - c) Does not clearly hit the ball (it visibly comes to rest on the hands).
  - d) Touches the net or its cables.
  - e) Reaches over the net, **EXCEPT** on the follow through of a legal spike.
  - f) Reaches under the net interfering with opponents or the ball in play in the opponents' court.
  - g) Touches the floor **BEYOND** the center line.
  - h) Spikes with two (2) hands.
  - i) Uses any part of the body below the waist to strike the ball.
  - j) Contacts the ball twice in secession, **EXCEPT** after:
    - (1) Simultaneous contact by opponents.
    - (2) Simultaneous contact by teammates.
    - (3) Participation in a block.
- 2) **A backline player:**
  - a) Blocks.
  - b) Spikes while in the front court.

- 3) **The server:**
  - a) Is out of the service area when the ball is contacted.
  - b) Serves out of order.
  - c) Hits the ball out of bounds, into the net, or fails to hit it completely over the net.
- 4) A team plays the ball more than three (3) times before sending it into the opponents' court.

**Please be at the Oozeball site  
no later than 11:30 a.m. game day.**

**CONDUCT**

**Displays of unsportsmanlike conduct, including abusive language and harassment of officials by players and/or their affiliated spectators, shall be considered a violation of sportsmanship and your team will be disqualified from the tournament.**