

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 on the playing field at all times!!!**
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 team and coed is playing at same time. It is His/Her responsibility to choose which team that they are going to play for. And 31 Ambassadors hold no **Responsibility** for that teams **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 during the tournament. Your shoes will be duct taped to your legs.
7. Every team must provide two (2) rolls of duct tape 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 decisions of the referees **are final**. The head referee will always have the final say in any dispute which may arise and will be decided by **Head Referee**.
13. **Only the team captain may speak** to the referee concerning any controversial calls.
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 3 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.

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.

CONDUCT

Displays of unsportsmanlike conduct, including abusive language and harassment of officials by players and/or their affiliated spectators shall be considered a violation. If it persists, that team shall forfeit the game.