

MORNING TEAM SCHEDULE

The morning games will be played round robin with seven teams assigned to each court.

You will remain on the same court as you play each of your six other teams.

9:00 AM	1v2	11:45	4v6
9:15	2v3	12:00	6v1
9:30	3v4	12:15	7-5
9:45	4v5	12:30	2-6
10:00	5v6	12:45	7-3
10:15	6v7	1:00 PM	5-1
10:30	7v1	1:15	3-6
10:45	1v3	1:30	2-7
11:00	3v5	1:45	1-4
11:15	5v2	2:00	4-7
11:30	2v4		

APPROXIMATE GAME STARTING TIMES FOR MORNING ROUND ROBIN PLAY

TEAM 1	TEAM 2	TEAM 3	TEAM 4	TEAM 5	TEAM 6	TEAM 7
9:00	9:00	9:15	9:30	9:45	10:00	10:15
10:30	9:15	9:30	9:45	10:00	10:10	10:30
10:45	11:15	10:45	11:30	11:00	11:45	12:15
12:00	11:30	11:00	11:45	11:15	12:00	12:45
1:00	12:30	12:45	12:45	12:15	12:30	1:30
1:45	1:30	1:15	2:00	1:00	1:15	2:00

There will be a break at 2:15 PM.

Play will resume at 2:45 PM.

All Competitive teams are assigned to an afternoon playoff bracket!

Teams placing first on each court will play against one another, teams placing second play other second place teams and so on. Prizes will be awarded to the first place winners in each bracket.

The first 64 teams from the Non-Competitive pools registered will participate in an afternoon single elimination bracket. The winner and runner-up will receive trophies.

MUDDY RULES AND ADVICE!

1. Team captains are responsible for making sure all players read, understand and abide by all Rules of Play.
2. Any questions or objections for the referee must be handled by the Captain only. No obscene language, abuse or violence will be tolerated.
3. Captains are responsible for making sure the liability waivers are signed and the team roster is completed online at least one week before the event.
4. After all registration materials are completed, team captains may pick up team wristbands and parking passes at the Epilepsy Foundation office. All players must wear wristbands to gain entrance into the park and to play on the court.
5. Food and beer concessions will be open inside the event area. Bring your Drivers License to the main tent to purchase beer tickets! ID's will be checked for alcoholic beverage purchases and wristbands distributed. **DO NOT bring alcohol into the park.**
6. **If you choose to drink alcohol, please arrange for a designated driver. Police are very familiar with this event and are usually monitoring the streets surrounding the event. Be safe; not sorry.**
7. Bring your own chairs, blankets tents without sides for shade and games to play while waiting for your match.
8. You may bring your own cooler/food but no grills allowed and No Alcohol.
9. Carpooling is recommended to help with the traffic jam that starts at about 8am.
10. Players are advised to bring kneepads, goggles sunglasses, and sunscreen! Women are advised to remove artificial nails.
11. First aid will be available for emergencies at the Main Tent.
12. All players MUST wear shoes, at all times. Rubber cleats are permitted.
13. Bring duct tape! Works wonders to help keep your shoes and clothes on!
14. Bring plastic trash bags! Remember what sees MUD becomes MUD! Put your wallet and other valuables in zip lock bags! Bags for your muddy clothes and shoes too!
15. Showers (using lake water) will be available.
16. **RAIN OR SHINE!!** Be prepared for all weather and court conditions!

** Emergency number available day of event only: 937-684-0653

MUD VOLLEYBALL RULES OF PLAY!!!

OVERALL: Play will follow USAV guidelines with special modifications for the mud. Teams will be announced as team number and team name. **However, team number will be the primary source of team identification.**

Competitive Play: Teams registering for competitive play will play other competitive teams during pool play. ALL competitive teams staying for the afternoon tournament MUST check in at the flat bed. Any team that does not check in prior to the start of play will not be able to participate in the tournament play.

Non-Competitive Play: Teams registering for non-competitive play will play other non-competitive teams during pool play. There will be a 64 team single elimination MUD MADNESS tournament for any team wishing to stay and play. Any team that would like to stay must register at the flat bed. The first 64 checked in will play in Mud Madness.

TOURNAMENT FORMAT:

Round Robin Play: Each team is scheduled for six games in round robin play. Each team will play each of the other six teams assigned to their court for one game. Teams will know their team number, court number as well as court seed at the coaches meeting. Teams will remain on the same court for round robin play. Round Robin play will wrap up at approximately 2:30 P.M.

Seeding: All competitive teams will advance to a single elimination tournament in the afternoon. The winner of the pool will be seeded in a tournament that will contain all pool winners. 2nd place of the pool will be seeded in a tournament that will contain all of the pools 2nd place teams. This will happen for 3rd, 4th, 5th, 6th and 7th place teams. Each tournament will produce a champion in that division. At the end of the day 7 individual champions will be crowned!

Breaking ties in Round Robin Play:

1: If two teams are tied between win & loss record, the team that gains the highest seed will be the team that won the head to head match up between the two teams.

2: If three or more teams are tied after comparing win & loss records, we will try to use method #1. If method #1 is not possible, then the team with the greatest point spread will be the highest seeded team. This method will be used until two teams are left, at that time method #1 will be used.

3: If ties cannot be broken with method #1 or #2 then a flip of a coin will determine the highest seed.

Tournament Round:

Competitive Play: The 'pod' system will be used this year. Matches for each seed will be held on a series of courts. They are:

Seed	Courts
1 st	1-4
2 nd	5-8
3 rd	9-12
4 th	13-16
5 th	17-20
6 th	21-24
7 th	25-28

Tournament matches will begin at approximately 2:45. If teams are ready to start early, and there are referees available play can start prior to 2:45. The tournament bracket will be predetermined prior to the start of the day; with predetermined courts playing each other. Once pool play is finished check with the flat bed to determine your place on the court as well as when and where you play next.

Non-competitive Play: Matches will begin on courts 29-34. As courts become available, they will be added. Play will start as soon after round robin play as possible. There will be NO referee for these matches. The tournament bracket will be filled in on first signed up policy; ex. first team to sign up will play second team, third will play forth, etc. The winning team must report the score to the flat bed. There will be a MUD BUSTER(S) in the area to settle any arguments.

GAMES

1. **Team Composition:** A team consists of a maximum of eight players and a minimum of six players. Two female players must be on the court at all times during the match.
2. **Forfeits:** Teams that are more than five minutes late for the start of the match will forfeit. Prior to the five minute forfeit time; the opposing team will be awarded one point per 30 seconds the team is late. Forfeits count as a victory for the team that was present and a loss for the team that failed to show.
3. **First Service:** The team listed first in each match-up will serve first. The team receiving will have choice of side.
4. **Team Sides:** Teams do not switch sides.
5. **Scoring:** RALLY SCORING! The first team to score 25 points or more with a 2-point advantage is the winner of the game. If the games go beyond 25 points, the team first scoring 27 points wins. During the Playoff Round, the first team to score 30 points with a 2-point advantage is the winner of the game, there will be no "cap."
6. **Round Robin Play Time Limit:** There is no time limit although games are estimated to last approximately 15 minutes. Morning Round Robin Play must be completed by 1:00 PM. Teams and referees must keep the games on their courts moving quickly in order to complete morning play.
7. **Playoff Round Time Limit:** There is no time limit. All games are played to their conclusion.
8. **Rotation:** The rotation must be in a clockwise direction. All rotations must eventually bring each player to the front and back rows in a predictable fashion.
9. **Front Row:** A limit of three designated front row players is in effect at all times.
10. **Time Outs:** One thirty second time-out is permitted per game by each team.
11. **Injury Time-Outs:** If play is temporarily suspended due to an injury, the injured player must leave the court for at least one serve. A team may drop below the minimum player requirements for the current game in case of an injury.
12. **Serving:** Teams rotate when receiving the serve.

TEAM PLAY

1. **Serves:** The server is the back right player. The server must be positioned within 3' of the back line (either in front or behind). This means the server may be on the court. Loading the ball with mud is not permitted. If a served ball hits the net, it is a legal serve.
2. **Serve Reception:** All serves must be taken with a legal hit. A serve may not be spiked or blocked by the opposing team.
3. **Body Hits:** A ball may be played by any part of the body.
4. **Number of Hits:** Each team may touch the ball up to three (3) times while the ball is on their side of the net. Blocks do not count as hits. The ball may be hit by any combination of men and/or women. Unlike standards of co-rec, it does not have to be touched by a woman.
5. **Spikes:** Spiking is performed with one hand. Two handed "spikes" are a violation. Only front row players may spike in front of the 10' line. Again, men or women may spike.
6. **Blocks:** Blocking is normally performed with two hands. Blockers may penetrate the plane of the net and may execute a "power" block. However, directed blocks are not permitted (catch and throw the ball down). Only the three front row players may block.
7. **Net Violations:** It is a violation to touch the net once the ball is in play. Incidental touches that do not affect the play may be overlooked, but clear net violations will be called.
8. **Ball Handling:** It is a violation to carry, lift, hold or throw the volleyball.
9. **Substitutions:** Substitutions can be made at any time, but not to the point that they slow down the game. The minimum female requirement must be kept at all times. Each team may select one of the following substitution patterns for each game:
 - o **Standard Volleyball:** Same players can replace one another but cannot also replace other players.
 - o **Mud Variation:** Players can sub in a predictable position, usually either the serving position or at the front left position or both. Players may only enter when their team receives the ball to serve.

EQUIPMENT

1. **Court Dimensions:** The court is 30'x60' (official volleyball size) and consists of genuine Dayton Ohio MUD! Only a general midline is in effect. For safety sake, players should not invade adjacent or opposing courts. The referees will estimate the 10' line.
2. **Shoes:** All participants must wear shoes at all times. It is advisable to use duct tape to secure your shoes.
3. **Nets:** Nets are installed per regulation guidelines. Due to the MUD surfaces, expect some net sag. Referees may request that the nets be tightened. The nets will be as close to co-rec height (7' 4 1/4") as resources allow.

REFEREES

1. **Round Robin Play Referees:** Subject to referee availability, games will have referees assigned to them. Nets without assigned referees may be self-refereed.
2. **Playoff Round Referees:** All games will have at least one experienced referee assigned to them.
3. **Refereeing:** The rules are subject to the referee's interpretation. All referee decisions are final. Protests may be directed to the Head Referee and his committee.
4. **Referee Abuse:** Any player or fan abusing or arguing with a referee will be asked to leave the immediate area. Failure to leave the area will cause his/her team to forfeit that game. A player ejected from a game will not be permitted to participate in any future games during the Tournament.

SPORTSMANSHIP

1. Honor and fair play are the guidelines for the day.
2. Referees may award a side-out or penalty points for poor sportsmanship at his/her discretion.
3. Intentionally splashing or throwing mud or water is not permitted and can result in penalty points, forfeits or dismissal.