

St. Paul Park Mud Volleyball Tournament Official Rules

1. OFFICIAL IS ALWAYS RIGHT!

2. All games played on a 60'x30' court with a minimum of 6" of MUD. The net will be 9' high. Boundaries will be marked by ropes and sandbags. A ball landing on any part of rope or sandbag is considered in.
3. Showers will be provided for cleanup.
4. All members of the team must be at least 18 years of age by tournament day.
5. All teams must check in ½ hour prior to the team's first game time.
6. No additions or changes to the roster will be allowed after the team's first game. A player may register and play on only one team. A photo ID may be required. Any illegal players during a game will result in the forfeit of the 3 game match.
7. Everyone participating **MUST** wear shoes. No spikes on shoes. **NO SHOES – NO PLAY!**
8. There must not be a greater number of men on the court than women. (Max 6 players on the court. Max 8 players per team)
9. Game time is forfeit time.
10. Tossing of coin will start game. Winner of toss picks side or serve. Loser of first game serves second game; Loser of second game serves third game.
11. Games will be played with rally scoring to 21 points, on Saturday, 25 points, on Sunday, for games 1 and 2. The first team to 21 / 25 with a 2 point lead wins game. (Example: 24 to 25 leading team has to make another point to win. If needed, rally scoring will be to 15 points for game 3. Best 2 out of 3 games wins match. (Rally scoring - a point is awarded after every rally either to the serving team or the receiving team, except replays).
12. The penalty for every foul is a point, if the serving side fouls loss of ball and point to receiving team. If the receiving side fouls, point to serving team.
13. It is a foul for players to touch the net, to touch an opponent by reaching over or under the net, or to step over the center line.
14. Holding or throwing the ball while it is in play is a foul. The play must be distinct batting of the ball.
15. Substitutes may be rotated into the game at the server's position **BEFORE** the serve only. New player rotates in, and then serves.
16. Players of the serving team must rotate clockwise when receiving the ball to serve.
17. **ALL SERVES MUST BE AN UNDERHAND SERVE!** Overhand serves are not allowed. The ball must be served in the right back corner, near the rear out-of-bounds line. Serve must be made inside the court.
18. Only one serve is allowed per side and it must land within the opponent's court. If the ball touches the net on a serve or does not go over to the opponent's side, the ball is relinquished to the other team. If the ball does go over the net without touching, it is a legitimate serve.
19. The ball may be played only three (3) times by one team in a volley and a player must not play it twice in succession but may play it twice if it is played by a teammate in between. The ball must cross over the net to be a valid volley. **NO SPIKING!**
20. If a ball touches a player or a player touches a ball, he is considered as having played the ball. However, a ball may not be played by any part of the body below the waist. (Example: If the ball hits a player's knee and goes into the air, it is an illegal hit.)
21. When the ball is hit out of bounds simultaneously by opponents, the point is played over.
22. Players may shift positions after the ball is served.
23. A change in player rotation cannot be made during the game.
24. Any player arguing or abusing an official will be asked to leave the game and immediate vicinity. Failure to leave will cause his/her team to forfeit match. A player ejected from a match will not be allowed to participate in any further matches.
25. Players cannot load up the ball with mud.
26. On red court, any ball that hits power lines is re-played.
27. No alcohol allowed on the courts.
28. Any rules not covered above are superseded by Rule #1.
29. **Inclement weather:** Play will be suspended upon the observance of any lightning or severe weather warnings issued by the National Weather Service. Scores and serving teams will be logged. Teams are advised to relocate to a safe location during any lightning or weather warnings. Play will resume once the lightning has cleared the area and / or once the National Weather Service Warning has expired. During times of severe weather the tournament director will relocate to the banquet hall of the American Legion, 328 Broadway Ave. All teams still in the tournament should check in, every 15 minutes, with tournament director there. If severe weather does not subside, captains of all teams remaining in the tournament will vote on splitting the prize money evenly amongst teams remaining or flipping a coin, best 2 of 3, to determine winners. The games that were already in progress stand and if a team had a 5 or more point lead when the game was suspended they are deemed the winner of that game. (2011)