

Thank you for being a part of the 2014 MUD Volleyball Tournament benefitting the Epilepsy Foundation of Greater Cincinnati and Columbus!

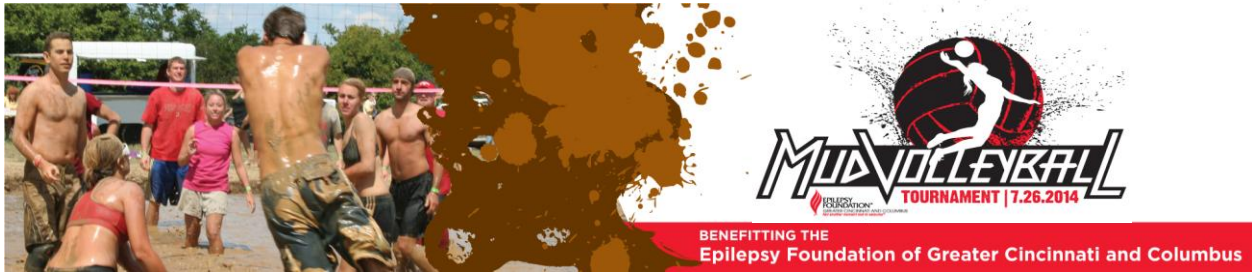
Team Captains are a VERY important of the day! Please review this packet in its entirety to complete your team's registration.

The following information is included:

- Captain Packet
- Event Information
- Muddy Tips & Game Day Advice
- MUD Volleyball Rules of Play

Steps to Success!

1. Read through this packet in its entirety and contact EFGCC with any questions or concerns you may have!
2. Recruit your team and have them complete the Event Waiver and share with them the Event Information, Muddy Tips & Game Day Advice, MUD Rules and invite them to attend one of the Pre-Registration Events!
3. E-mail your team roster and completed waivers to efgcc@epilepsy-ohio.org **ALL FORMS MUST BE COMPLETED IN FULL and YOUR REGISTRATION MUST BE PAID IN FULL and RECEIVED BY EFGCC PRIOR TO JULY 24th IN ORDER TO PLAY!**
4. Get Muddy and Have Fun!



Event Information

**ALL TEAMS MUST BE REGISTERED PRIOR TO THE EVENT!
THERE IS NO ON-SITE REGISTRATION!**

DATE: July 26, 2014

LOCATION:

All A Cart Manufacturing, Inc.
2001 Courtright Rd.
Columbus, OH 43232

TIMES:

- Gates Open at 7 a.m.
- Pool Play Begins at 9 a.m.
- Lunch Break takes place at 1 p.m.
- Tournament Champions Recognized at the end of the event, ~6 p.m.

PARKING:

- Parking \$5 per car. (Car pooling is a GREAT idea and highly recommended!)

SPECTATORS:

- \$5 for spectators; children under 12 free

NO EXIT AND RE-ENTRY TO THE GAME SITE!!!

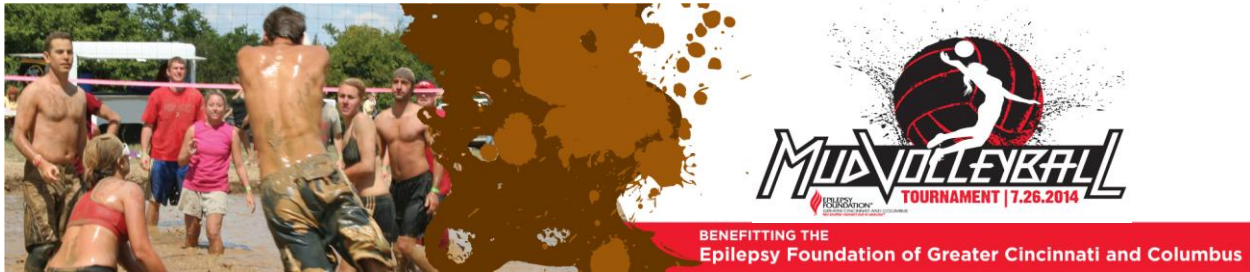
Due to the restrictions placed on the event by All A Cart Manufacturing, please note that participants will **NOT** be able to leave the volleyball venue and return. Anything you need for the day **MUST** be brought in with you on your initial entrance to the tournament. Those leaving will not be able to return, even by paying the spectator entrance fee. See "Muddy Tips & Game Day Advice" for the complete list of what items are prohibited.

Tournament Format:

Pool Play: Each team is scheduled for morning pool play. There will be a cut-off for morning games at 1:00 p.m.

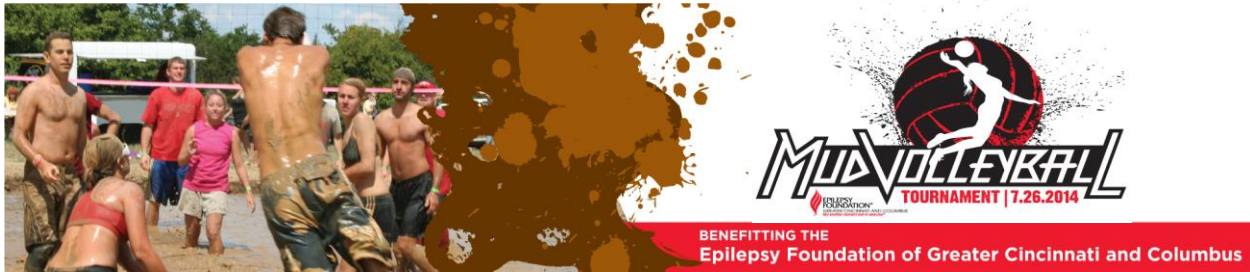
Seeding: The winner of the pool advances to Division 1 for the Playoff Round, the runner-up of the pool advances to Division 2 and so on. All teams, no matter where they finish, advance to a division in the Playoff Round. If two or more teams in the pool have identical records, ties are broken based on the Pool Play breaking rules outlined under Tournament Rules of Play. **NO TEAMS ARE ALLOWED IN THE REFEREE TENT DURING BRACKETING!**

Playoff Round: Each team is guaranteed at least one scheduled game in the afternoon single elimination Playoff Round that will begin after lunch.



Muddy Tips & Game Day Advice

1. **Team Captains and all players must have a completed waiver form and team roster submitted to EFGCC prior to July 24th in order to play!**
2. Team packets can be mailed to Team Captain if all information is received either by mail or e-mail by July 18, 2014. All players will receive wristbands. These must be worn to gain entry to the court areas. Please keep track of your wristbands, as they will not be replaced.
3. **After July 18- Team Captain's can register or submit team information at our in-person registration event on July 24, 2014.**
4. Food and beer concessions will be open inside the event area. **NO coolers will be permitted within the gated areas.**
5. **Bring your Drivers License! ID's will be checked for alcoholic beverage purchases.**
6. Bring your own chairs and/or blankets/tents. *Bleachers and/or other seating will not be provided.*
7. There is plenty of parking available at All A Cart Manufacturing for \$5 per vehicle. Car pooling is highly recommended!
8. Players are advised to bring kneepads and goggles or sunglasses. Everyone should bring sunscreen! First aid will be available for emergencies at the Medic Tent.
9. **All players MUST wear shoe at all times.** It is advisable to duct tape shoes to your feet! It works wonders in keeping those shoes on! It would be a good idea to bring extra duct tape too!
10. **Bring plastic bags!** Remember what sees MUD becomes MUD! Put your wallet and other valuables in plastic! Bring bags for your muddy clothes and shoes too!
11. Showers will be available onsite!
12. Be prepared for all weather and court conditions! **MUD will be played Rain or Shine!** **In the event of lightening, game play will stop for a minimum of 15 minutes. If storm continues, resume play will be at discretion of event organizers.*
13. **NO TEAMS WILL BE ALLOWED IN THE REFEREE TENT AT ANYTIME THROUGHOUT THE DAY, ESPECIALLY DURING BRACKETING FOR THE PLAYOFF ROUND. ANY TEAM THAT DOES NOT ADHERE TO THESE RULES MAY BE DISQUALIFIED.**
14. **Pool Play Referees:** All games will be self-refereed during morning pool play. Winning team must bring score sheet to the ref tent immediately after the game



MUD Volleyball Rules of Play

Games

1. **Team Composition:** A team consists of a maximum of 12 players (up to 14 with additional costs) and a minimum of 6 players on the court during play. Three female players must be on the court at all times during the match.
2. **Forfeits:** Teams that do not show up on time are subject to a forfeit. There is no grace period for any game throughout the Tournament. 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.
4. **Team Sides:** Teams do not switch sides during pool play. Teams may switch sides during the Playoff Round at the referee's discretion.
5. **Scoring:** Rally Scoring will be used. During pool play, score begins at 0-0. The first team to score 15 points or more, with a 2-point advantage, is the winner of the game. If the game goes 15 points, the team first scoring 17 points wins. During the Playoff Round, score begins at 0-0. Rally scoring with the first team to 25 points. Team must win by 2 points. There is no point cap.
6. **Pool Play Time Limit (15 minutes):** Teams and referees must keep the games on their courts moving quickly in order to complete morning play. Games will be determined based on who scores 15 points or who has the highest score at 15 minutes, whichever comes first. Winning team must bring score sheet to ref tent immediately after game.
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 spikers/blockers 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, even the first serve.



MUD Volleyball Rules of Play

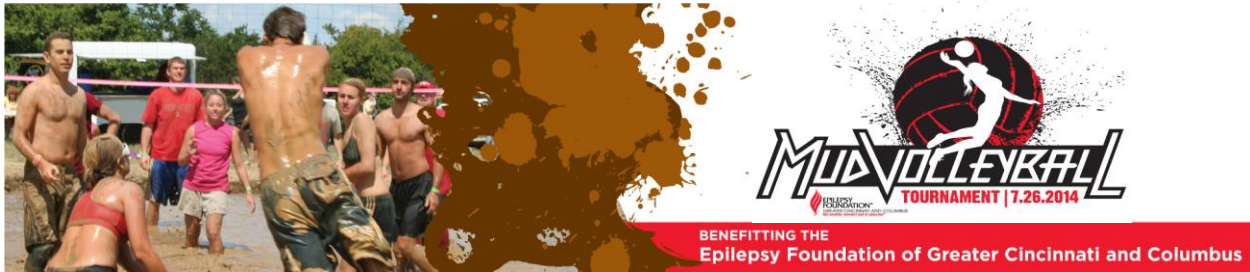
Team Play

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. Men must serve underhand. Loading the ball with mud is not permitted.
2. **Serve Reception:** All serves must be taken with a legal hit. In general, this implies a bump (pass). A very easy serve may be taken with a setting motion, but that motion must be executed perfectly. 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 except below the knee.
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. Touches off of 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 strike.
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. Each team may select one of the following substitution patterns for each game:
 - a. **Standard Volleyball:** Same gender players can replace one another but cannot also replace other players. For instance, if Tom replaces Fred, Fred may only go back in place of Tom. Tom and Fred can replace each other as many times as they wish.
 - b. **Mud Variation:** Players can rotate 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 a side-out. Men must substitute for men and women must substitute for women.

Please contact Kathy Schrag or Lisa Schroth with any questions or for additional information.

Email: kschrag@epilepsy-ohio.org or lschroth@epilepsy-ohio.org

Phone: 513.721.2905 Toll Free: 877.804.2241



MUD Volleyball Rules of Play

Equipment

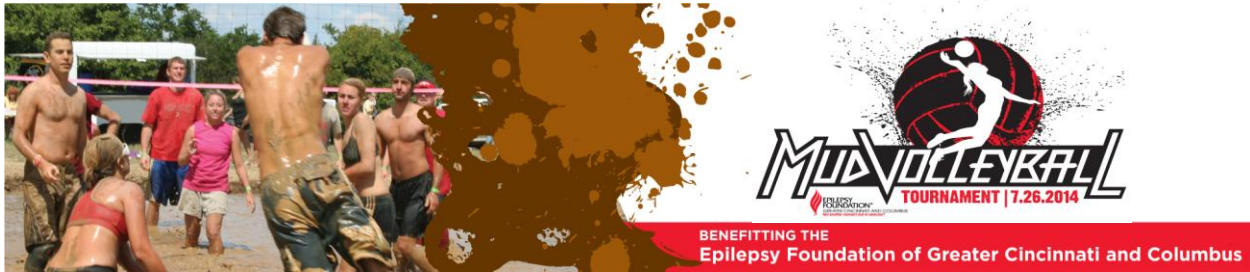
1. **Court Dimensions:** The court is 30'x60' (official volleyball size) and consists of genuine Central Ohio MUD! Only a general midline is in effect. For safety sake, players should not invade adjacent or opposing courts. The referees will estimate the 10' line.
2. **Shoes:** All participants must 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. **Pool Play Referees:** All games will be self refereed during morning play. Winning team must submit score sheet to ref tent immediately after game.
2. **Playoff Round Referees:** All games will have at least one 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.
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.



MUD Volleyball Rules of Play

Pool Play - Playoff Round Competition

After pool play, the winner of the pool advances to Division 1 for the Playoff Round, the runner-up in the pool advances to Division 2 and so on. All teams, no matter where they finish, advance to a division in the Playoff Round. If two or more teams in the pool have identical records, ties are broken in the following manner:

Pool Play Tie-Breaking Rules

1. If two teams are tied, the winner of their head-to-head meeting during pool play is in the higher division.
2. If three or more teams are tied, the team with the best record against the other tied teams advances first. Eliminate teams and re-compute as needed. Revert to Rule #1, if necessary.
3. If ties cannot be broken by Rule 1 or 2 (teams have identical records against each others), then a random method supervised by the Head Referee determines the order of finish. Pool play game scores are never considered in the process.
4. Space permitting on the scoreboards, teams with tied pool play records may both be placed into a higher division at the discretion of the Head Referee. This rule supercedes 1, 2 or 3. This rule is likely to be invoked when no clear-cut pool play winner can be determined.

Prizes awarded to the 1st and 2nd place teams in competitive division 1 and recreational division.