



OOZEBALL RULES

Administrative Rules and Information

- I. In order to guarantee a spot in the tournament, teams **MUST** complete registration on IMLeagues as well as with the Office of Development and Alumni Relations. Once you register on IMLeagues, a confirmation email will be sent that contains a link for team payment. The cost is \$30/team and can be paid online at <https://alumni.utdallas.edu/ooze>. Registration opens August 20 and closes at 12:00pm on September 26. Play begins at 9:00am on Friday, September 28.
- II. Prior to the game, players must check-in at the information table with the staff on duty. All participants **MUST** have a Comet Card or the GET mobile app to participate, **no exceptions**.
- III. Unless otherwise mentioned, all games will be played on the campus Oozeball courts south of Parking Lot M West. Check imleagues.com/utdallas for specific location. Teams are expected to report to their court/field 15 minutes before game time.
- IV. ALCOHOL OR TOBACCO ARE NOT ALLOWED at the courts.
- V. **Ejections:** Any form of physical combat (pushing, punching, kicking, etc.) at any time while the event is taking place will result in an immediate ejection with further action taken on an individual basis. The officials of each game or any other Oozeball staff may eject any player or bystander for inappropriate behavior at any time. Ejected players must be out of sight and sound within one minute or a forfeit may be declared. It is the responsibility of the team captain to make sure ejected players leave the area. **Ejected players may be referred to the Dean of Students.**
- VI. **Rosters:** Players can join a team until the start of their first scheduled game. After this time, rosters are frozen and team must play with the current roster. Teams are encouraged to create a full roster for the potential of managing participant schedules over the course of a full day of play. However, players can be dropped at any time.
- VII. The Student Ambassadors, Development and Alumni Relations, and University Recreation reserve the right to amend, add, or remove any policies, procedures, or rules without notice.



Rules of Play

I. PLAYERS

- a. A team's roster shall consist of ten players. Six players play at-a-time, consisting of three males and three females. Teams must start and finish with a minimum of four players to avoid a forfeit. Teams may also use five players, using three males and two females or vice versa. If the team starts with four players, the only legal combination is two males and two females.

II. THE GAME

- a. If a team is not ready to play at the scheduled start time of the game, a forfeit will be declared (Game time is forfeit time).
- b. A coin toss before the first set will determine which team will serve to begin the match. The winner of the coin toss has the option to serve, receive, or choose a side. Teams will switch sides between sets and serve shall alternate in set two. Another coin toss shall be conducted prior to the deciding set. Time between sets will be no more than three minutes.
- c. Teams are responsible for officiating their own match. In the event that there is a discrepancy, the court monitor will be the sole judge of all decisions.
- d. Rally scoring will be in effect for all matches. All matches will consist of the best two out of three sets. Sets 1 and 2 will be played to 15 points. The third set will be played to 8 points. Teams must win by two points. There is no cap.
- e. The mounds along the court sidelines and end lines are considered out of bounds (unless the volleyball splashes).
- f. Each team will be granted one timeout per set, each timeout one minute in length.
- g. A legal contact may come from any part of the body.
- h. A block does not count as a hit.
- i. The ball must be returned between the poles.
- j. No part of the body can touch the net during play except for the hair. If any other part of the body touches the net it will result in a side out.
- k. Let serves are allowed - the ball on service is allowed to touch the net. Attacking the serve is not allowed.
- l. Substitutions will be unlimited. Males must substitute for males, and females must substitute for females. Substitutes may only enter at the serving position before or after the serve.
- m. Tournament format is dependent upon the number of total teams entered.