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*The morning round will be played in a round robin format with seven teams assigned to each court.
Your team will remain on the same court as you play each of the six other teams.*

MORNING TEAM SCHEDULE – 7 TEAM POOLS [COMPETITIVE]

9:00 AM	A v B	11:45	D v F
9:15	B v C	12:00	F v A
9:30	C v D	12:15	A v E
9:45	D v E	12:30	E v G
10:00	E v F	12:45	G v B
10:15	F v G	1:00 PM	B v F
10:30	G v A	1:15	F v C
10:45	A v C	1:30	C v G
11:00	C v E	1:45	G v D
11:15	E v B	2:00	D v A
11:30	B v D		

APPROXIMATE GAME STARTING TIMES FOR MORNING ROUND ROBIN PLAY

TEAM A	TEAM B	TEAM C	TEAM D	TEAM E	TEAM F	TEAM G
9:00	9:00	9:15	9:30	9:45	10:00	10:15
10:30	9:15	9:30	9:45	10:00	10:15	10:30
10:45	11:15	10:45	11:30	11:00	11:45	12:30
12:00	11:30	11:00	11:45	11:15	12:00	12:45
12:15	12:45	1:15	1:45	12:15	1:00	1:30
2:00	1:00	1:30	2:00	12:30	1:15	1:45

There will be a break at approximately 2:15 PM.

Play will resume around 2:45 PM.

**All Auto-Tournament teams will be assigned to an afternoon play-off 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 winners of each play-off bracket.**



Auto-Tournament Play: Teams registering for auto-tournament play will play other auto-tournament teams during round robin play. *Once the entire pool is finished, ALL SCHEDULED matches, the team captains must check in at flat bed. This is to verify game results, which teams are staying for tournament play as well as hand out the court winner trophy.*

FORMAT OF PLAY:

Round Robin Play: Each team is scheduled for six games during round robin play. Teams will play each of the other six teams assigned to their court for one game. Teams will know their team number, court number 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 PM.

Seeding: All auto-tournament 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.

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:

Tournament matches will begin at approximately 2:45 PM.

Tournament play will be conducted as follows:

- Teams from the first court completed will play the corresponding seeded teams from the second court completed. Teams from the third completed will play the corresponding seeded teams from the fourth and so on.
- If a team does not stay for tournament play, the appropriate seed from the next court completed will play in that place.
- Odd number seeds will play on the first court available and even number seeds will play on the second court available.
- Teams will be told which court their match will be held on.
- Approximate match times will be supplied after the completion of the round robin format.

The morning round will be played in a round robin format with eight teams assigned to each court.

Your team will remain on the same court as you play each of the six of the other teams.



MORNING TEAM SCHEDULE – 8 TEAM POOLS [OPTIONAL TOURNAMENT]

<i>9:00 AM</i>	A - B	<i>12:00</i>	E - H
<i>9:15</i>	B - C	<i>12:15</i>	H - F
<i>9:30</i>	C - D	<i>12:30</i>	F - G
<i>9:45</i>	D - F	<i>12:45</i>	G - A
<i>10:00</i>	F - E	<i>1:00 PM</i>	A - E
<i>10:15</i>	E - G	<i>1:15</i>	E - C
<i>10:30</i>	G - H	<i>1:30</i>	C - G
<i>10:45</i>	H - C	<i>1:45</i>	G - D
<i>11:00</i>	C - A	<i>2:00</i>	D - H
<i>11:15</i>	A - D	<i>2:15</i>	H - B
<i>11:30</i>	D - B	<i>2:30</i>	B - F
<i>11:45</i>	B - E	<i>2:45</i>	F - A

APPROXIMATE GAME STARTING TIMES FOR MORNING ROUND ROBIN PLAY

TEAM A	TEAM B	TEAM C	TEAM D	TEAM E	TEAM F	TEAM G	TEAM H
9:00	9:00	9:15	9:30	10:00	9:45	10:15	10:30
11:00	9:15	9:30	9:45	10:15	10:00	10:30	10:45
11:15	11:30	10:45	11:15	11:45	12:15	12:30	12:00
12:45	11:45	11:00	11:30	12:00	12:30	12:45	12:15
1:00	2:15	1:15	1:45	1:00	2:30	1:30	2:00
2:45	2:30	1:30	2:00	1:15	2:45	1:45	2:15

Teams from the Optional Tournament pools may enter into a lottery for participation in an afternoon single elimination bracket. The winner and runner-up will receive trophies.



Optional Tournament Play: Teams registering for optional tournament play will play other n optional tournament play teams during round robin play. **ROUND ROBIN PLAY WILL END AT 3:00 PM.** Teams must keep their court on schedule if they want to play all their assigned matches.

Potty Bowl Tournament: The Potty Bowl Bracket will be 96 teams. Entry into the Potty Bowl will be via a lottery system. Teams will be permitted to sign up for the lottery throughout the day; registration will run from 10:00 am to 2:30 pm. This means there could be more than 96 teams in the lottery. Sponsor teams, participating in non-competitive play, will have priority in the Potty Bowl, and will have priority to receive the byes. Non-competitive teams also have the ability to guarantee a spot in the potty bowl ahead of the tournament. These teams will also receive second level priority for byes in the Potty Bowl Tournament. Team entries will be placed into bowl for drawing. At 3:00 PM, a team representative from all teams entered into the lottery will report to the flatbed. The drawing will begin at 3:10. As teams are called the representative must acknowledge and will be paired with another team. If a team representative is not there, that team will be skipped for the initial round of drawings and will be placed in the Alternate Bowl. Teams will be drawn from the Alternate Bowl **ONLY** if the 96 slots are not filled.

Potty Bowl Tournament Play: There will be no referees until the Final Match. Paired teams will be sent to a court to play. A representative from the winning team will report the results to the flat bed. That representative will wait at the flat bed area for their next opponent. They will then be sent to a court to play. A representative from the winning team must report the results to the flat bed. This cycle will continue until all matches are complete.

Down Time: Please understand there will be periods of waiting both during Round Robin play as well as before the start of the Potty Bowl. In a tournament this size, there is no way to alleviate that time. The staff works hard to keep the tournament moving; this can only be accomplished if teams are ready to play when their matches are scheduled for. Any delay in starting matches during Round Robin play will only delay the start of the Potty Bowl.

Breaking ties in Round Robin Play (only for determining Court Champion):

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(s).

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.



GENERAL MUDDY RULES AND ADVICE!

1. Team captains and players must have signed the liability waiver forms and completed the team roster online form in order to play. *Those registered as individuals will be assigned a team captain.*
2. After all registration materials are ready, team captains and registered individuals, will receive materials via USPS mail to the address provided during registration. All players must wear wristbands to gain entrance into the park and to play on the court.
3. 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.**
4. **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.**
5. Bring your own chairs, blankets, pop-up canopies for shade and games to play while waiting for your match. NO TENTS WITH SIDES WILL BE PERMITTED.
6. You may bring your own cooler/food but no grills allowed and No Alcohol.
7. Carpooling is recommended to help with the traffic jam that starts at about 8am.
8. Players are advised to bring goggles, sunglasses, and sunscreen! Women are advised to remove artificial nails.
9. First aid will be available for emergencies near the Main Tent.
10. All players MUST wear shoes, at all times. Rubber cleats are permitted.
11. Bring duct tape! Works wonders to help keep your shoes and clothes on!
12. 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!
13. Showers (using lake water) will be available.
14. **RAIN OR SHINE!!** Be prepared for all weather and court conditions!



MUD VOLLEYBALL RULES OF PLAY!

OVERALL: Play will follow USA Volleyball guidelines with special modifications for the mud. Teams will be announced as team number and letter designator.

GAMES

1. **Team Composition:** A team consists of a maximum of eight players and a minimum of six players. A minimum of two female players must be on the court at all times during the match. A team may play with as many as 7 females on the court at once.
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 referee will determine who shall serve first.
4. **Team Sides:** The team listed on the left side of the score sheet will play on the left court. Teams do not switch sides.
5. **Scoring:** RALLY SCORING! The first team to score 21 points or more with a 2-point advantage is the winner of the game. If the games go beyond 21 points, the team first scoring 23 points wins. During the Tournament Play, the first team to score 21 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 either 2:15 or 3:00 PM. Teams and referees must keep the games on their courts moving quickly in order to complete morning play.
7. **Tournament Play 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:** There are NO timeouts permitted, except for injury.
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 and goes over, 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 be in the net while actively playing the ball. Incidental touches that do not affect the play may be overlooked. **Simply touching the net IS NOT a violation.**
8. **Ball Handling:** It is a violation to catch, 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:
 - **Standard Volleyball:** Same players can replace one another but cannot also replace other players.
 - **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 ¼") 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. **Tournament Play 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.