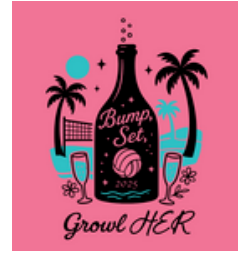


GROWLHER RULES 2025



Rosters & Players:

1. **Any/All 'new' players must be members of one of the seven member swim clubs to be eligible.** All Past participants that have played in the Growler in previous years are grandfathered in and therefore eligible whether they are currently members of any of the seven clubs at event start.
2. **The rosters are set before the tournament.** No switching teams or additions to the roster. The only exception is if a team has less than 5 players present.
3. **This is an adult tournament. The age limit is 21.** Any exceptions will need approval from the GrowlHer steering committee.
4. **All players must be paid for and sign a liability waiver before they can play.**

Rotation & Game Logistics:

5. **Games are played with 5 players.** Teams may play with 4 players if they do not have 5 players present. If the team has fewer than 4 players, they will forfeit the game and the game is scored 25-0.
6. **Teams are allowed 5 minutes from the start of the game before calling the forfeit.**
7. **Teams can rotate players within a game, however rotations must stay consistent per game.** The rotation positions cannot change during the game. If teams have their entire roster present, they can elect to sit players out for specific games to limit the number of players that are rotating in the lineup for that game.
8. **No substitutions during a game after the line-up for the game is set.** The only exception may be for an injury or if a player on the roster is missing at the start of the game and the other team is notified that the player will be late before the game begins.
9. **NEW SCORING FORMAT: All games are played in a "first team to 25" format. There is NO win by 2.** In this way, games don't get drawn out and the team that loses gets credit for how many points they scored, ie, a loss of 24-25 is a lot better than a loss of 12-25. Playoff ranking will be based on total points earned (out of a possible 100 for seeding games), **not wins and losses.**
10. **Each game is scheduled to last 30 minutes. However, there WILL NOT be a timer** so games can last longer or less than allotted time allowed.
11. **The next game shall start immediately after the preceding game on that court.** Games can start before or after the printed schedule. The schedule is just a guideline of start times. Teams playing back to back games are allowed 2 minutes to be ready to play their 2nd game.
12. **Rock, paper, scissors for the choice of which side of the court to start OR who serves first.** The other team will get the side or serve that is not chosen.
13. **Teams will switch sides after the first team reaches 13 points.**

➡ **OVER**

Playing the Ball:

14. **“Let” Serves are in play.**
15. **Any net contact is illegal and loses the point.** The primary goal is to avoid any under the net contact (lower leg injuries). It is OK if you inadvertently step under the net as long as you do not contact the net, or interfere with the opposing team.
16. **Interference with an opposing player under the net is a fault and side out.**
17. **Below waist hits (kicking) of the ball is legal.**
18. **Any OPEN HAND, underhanded hit is considered a lift/carry.** To avoid, either bring your arms together and “bump” or close your fist if you are hitting one handed. If your hand is open, it will be considered a lift/carry.
19. **Attacking the serve is illegal.** To simplify this, front row players may NOT open-hand hit the serve back over the net on one.
20. **Players must play on the ‘line’ they are currently on in the rotation:** i.e. a backline player cannot switch to the frontline and vice-versa. Furthermore, a backline player may not attack the ball at the net, or attempt to block at the net. If they attack the ball from their correct position (defined as an overhand hit), they cannot leave their feet.
21. **Balls hit on the poles, fence, trees, or chairs outside of the courts are considered out of bounds.**
22. **LPK TREE RULE:** If a ball hits tree branches/leaves that **are in bounds** (think overhang on the lower court) – play out the point! At the end of the point, the captains decide if the contact affected (helped or hindered) play in any way. If so, replay the point. If not, the result of the rally stands.

Conduct: “Spirit of the GrowlHER”

23. **All teams must have a designated captain for any rule clarifications and disputes** - as such, ONLY the captains should be making calls and discussing calls and plays with the other CAPTAIN. If you see something, bring it to the attention of your CAPTAIN.
24. **PLAYERS: If your team is not playing in the game, you do NOT make calls of any kind.**
25. **ZERO TOLERANCE for Spectators’ inappropriate behaviors.** While encouraged to support and cheer for the players, razzing, harassing, put-downs, verbally attacking or ANY involvement in the calling of the game COULD result in ejections, DQ’s, or banishment from future GrowlHER events.

Mulligans: \$5/each

- **Mulligans are for pool play/seeding SERVES only.**
- **Mulligans must be purchased at the Registration table (no cash at the court)** and must be “in hand” by the start of the game (purchasing tickets mid-game is not allowed).
- **In order to keep games moving, there is a limit of 5 tickets per game.**
- **Per each Side Out, the first mulligan is 1 ticket.** For any mulligans afterwards during that side out, the number of tickets will progressively double (e.g. 1, 2, 4, 8 etc.).
- **A Mulligan used for Game Point will be 2 tickets.**

