

Volley in the Rock & Rock Town Showdown **Tournament Handbook**

SCHEDULES: Will be posted on AES.

CHECK-IN PROCESS:

TEAM check-in will be online only through AES. No paper rosters will be collected. Teams are required to upload their rosters into AES as a part of the check-in process. Once a team has checked in their rosters will be locked. For assistance with correcting rosters after check-in please contact B.J. Golden at admin@lrjuniors.com.

Coaches must check-in at the front registration desk before entering the playing area to pick up their access wristband and tournament bag tags for their players.

LOCATION OF COURTS:

Gametime at the Grounds – Courts 1-17
300 Champions Drive
Cabot, AR 72023

FACILITY RULES FOR ALL SITES:

- *No outside food, drinks, or coolers.
- *No outside chairs allowed.
- *Do not block walkways with personal items, spectators or teams waiting to play.
- *Ball handling in the hallways is prohibited at all times.
- *No boom boxes, iPhones or any other devices are to be used to play music.

ENTRY WRISTBANDS: \$15.00 for a Daily Pass; \$20.00 for weekend pass. Children 10 and under are no charge.

TOURNAMENT T-SHIRTS: Available on-site only by Fine Designs.

TRAINER is available on site for emergencies only. Trainers are not available for pre-play general taping.

TOURNAMENT RULES:

- All USAV National, Delta Region and facility rules will be enforced. No alcoholic beverages or illicit drugs will be allowed at the Tournament Sites. All facilities are non-smoking including E-Cigarettes.
- Must have Impact Certified Coach on bench at all times. Anyone on the bench must be a player on that team or an Impact Certified adult with the club.
- 10s-12s will have Volley lites and step-in line available per Delta Region policy.

QUESTIONS ABOUT THE TOURNAMENT FORMAT:

We want all teams to show up at the correct time and place for their matches &/or officiating duties. If you have questions on reading the tournament schedule feel free to ask at the tournament desk. Please limit the number of people your team sends up to the tournament desk to a coach or team rep. The schedule and results will be posted on AES.

POOLS & BRACKETS:

Pools & Brackets will be posted AES. However, last minute changes might not be reflected on those sites as it can take some time to get those schedules updated. Teams impacted by any last-minute changes will be notified using the contact information provided in AES when the team registered.

FORMAT: Teams will not change sides of the court during matches

3 Team Pool: 3 Sets to 25, win by 2, NO CAP. Each Set counts as a win or loss. Set on 75 minute time slots. If there are two 3 team pools in an age division there may be crossover matches.

4 Team Pool: Best 2 of 3 Sets to 25, win by 2, NO CAP, 3rd Set to 15, win by 2, NO CAP. Each Match counts as a win or loss.

AGE SPECIFIC RULES: Divisions 10/11 and 12's will have a serving step-in line.

NO PURSUIT RULE AT ANY SITES

WARM UP PROCEDURES:

2-4-4: Before your *first match*, teams will share the court for 2 mins (please keep balls on your own side). After the shared time, each team will then get the entire court for 4 mins (serving must be a part of this time). The team that elects to serve first will get the court first.

PROTESTS:

The captain must immediately submit any protest. Only application of the rules can be filed under protest. Judgement calls cannot be protested and may result in a penalty card. The official will report any protest to the Site Manager for resolving. At no time will improper behavior be tolerated.

MATCH TIME:

Be prepared to start timed warm-ups immediately after the conclusion of previous match, after a team's first match of the day. Scheduled time is match time if not running behind schedule. First match may be started up to 10 minutes early if all teams involved agree and are ready.

MATCH TIME PENALTIES:

In Delta Region if a team has at least 4 players they are allowed to play based on if player(s) is late or suddenly do not have enough to attend, but those 4 must be ready to play at match time. If a team doesn't have 4 players ready to play at match time, the first set is defaulted. If after 10-minute interval, the team still doesn't have at least 4 players ready to play, the 2nd set

and match are defaulted. Allowances are always made for teams engaged playing or officiating in another match.

OFFICIATING:

- Paid R1 Provided.
- Teams are to have an officiating crew consisting of:
2 line judges, 1 scorekeeper, 1 Libero tracker, 1 score flipper and 1 R2 official
- **In Delta Region a certified adult must be a WORKING member of the officiating team. The certified adult must be participating in officiating and not just sitting at the score table.**
- Most losing teams will referee the match after theirs, usually on the same court. On Sunday - WINNERS may have to officiate. **Look at bracket closely.**

OFFICIATING PENALTIES:

Failure to provide the officiating crew (two line judges, one scorekeeper, one tracker, one score flipper and R2 official) for your assigned matches could result in the forfeit of the first game of your next match. For every minute the officiating crew is late or incomplete, one point will be given to their next opponent (up to 25-0 forfeit). The clock starts at match time. The second offense results in the loss of your next match.

SUNDAY BRACKET PLAY:

Two matches guaranteed or equivalent. Losing teams usually stay on court to ref next match. In certain brackets winners may be scheduled to Ref losing teams match.

AWARDS:

1st and 2nd place - Individual award for all ages and divisions with a maximum of 12 medals per team.

POOL TIE-BREAKING PROCEDURES:

There will be no tie break matches. All ties will be resolved using the below protocol. We suggest you do not leave the court area until you are sure there are no ties in the pool. We want to make sure you show up at the right time for bracket play or ref assignment on Sunday.

All 2-Way Ties will be resolved in the following order-

- a) Head-to-Head Match result
- b) Point spread in Head-to-Head matches
- c) Point differential for complete pool
- d) coin flip

All 3-Way Ties will be resolved in the following order –

- a) Set percentage. Sets won divided by total sets played
- b) Point differential for complete pool
- c) If 2 of the teams are still tied at this point use the 2-Way Tie rules