



2014 West Coast AAU Volleyball Championships
Las Vegas, NV
May 24-26, 2014





All schedules and results are online at
www.advancedeventsystems.com and
www.aauvolleyball.org.

Check the web site for updates.

Teams are responsible for knowing their playing and officiating assignments. Please check your schedule online frequently. All schedules are subject to change.

Play schedules for the next day may not be determined until all pools in the division are completed. It is highly recommended that you do not leave your playing site until your pool is completed and the final pool standings are determined. IT IS THE COACH'S RESPONSIBILITY TO NOW IF THEIR WILL BE A PLAYOFF MATCH FOR THEIR POOL.



2014 West Coast AAU Volleyball Championships
Las Vegas Convention Center
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Team Name	Club Name	State
<u>12 & Under</u>		
Club Union 12 Blue	Club Union	UT
En Fuego 12 Black	En Fuego Volleyball Club	CA
New Mexico Storm Rain 12U	New Mexico Storm	NM
Vegas Aces 12 Black	Vegas Aces	NV
Vegas Aces 12 Green	Vegas Aces	NV
Vegas Aces 12 Purple	Vegas Aces	NV
Vegas Athletic Dept 12	Vegas Athletic Dept	NV
West Rebels 12	West Rebels	CA
<u>13 & Under</u>		
Apex Volleyball Club	Apex Volleyball Club	UT
ARVC 13U1 Bomb	Albuquerque Rebels Volleyball Club	NM
ARVC 13U2 Storm	Albuquerque Rebels Volleyball Club	NM
High Country 13 Lightning	High Country Volleyball Club	UT
Idaho Crush 13	Idaho Crush Volleyball	ID
Vegas Aces 13	Vegas Aces	NV
Vegas Athletic Dept 13-1	Vegas Athletic Dept	NV
Vegas Athletic Dept 13-2	Vegas Athletic Dept	NV
<u>14 & Under</u>		
Angry Birds	Angry Birds	NV
ARVC 14U Gila	Albuquerque Rebels Volleyball Club	NM
Bonneville 14	Bonneville Volleyball club	ID
Bonneville 14 Kara	Bonneville Volleyball club	ID
Club Utah 14 Allyce	Club Utah Volleyball	UT
Dig This! Vbc Rosey's 14's	Dig This! Volleyball Club	NV
En Fuego 14	En Fuego Volleyball Club	CA
Mesa 14 Navy	mesa volleyball club	AZ
Pursuit 14-Admiral	DIGS Volleyball	CA
West Rebels 14	West Rebels	CA
West Valley Amazon Warriors	West Valley Warriors	AZ
Wildcats	Club Endurance	ID

15 & Under

Beach Cities 15 Platinum	Beach Cities VBC	CA
CC 15U-Black	Club Canyon Volleyball	ID
Dig This! Vbc Christina's 15's	Dig This! Volleyball Club	NV
Pursuit 15 Admiral	DIGS Volleyball	CA
Pursuit 15 Captain	DIGS Volleyball	CA
RCVC 151	RCVC	AL
So-Cal Jrs 15-National	So-Cal Juniors	CA
Vegas Athletic Dept 15	Vegas Athletic Dept	NV
Vegas Black Out 15	Vegas Black Out	NV
Wildcat HP15	Wildcat VBC	UT
Zia 15N Adrenaline	Zia Athletic Club	AZ

16 & Under

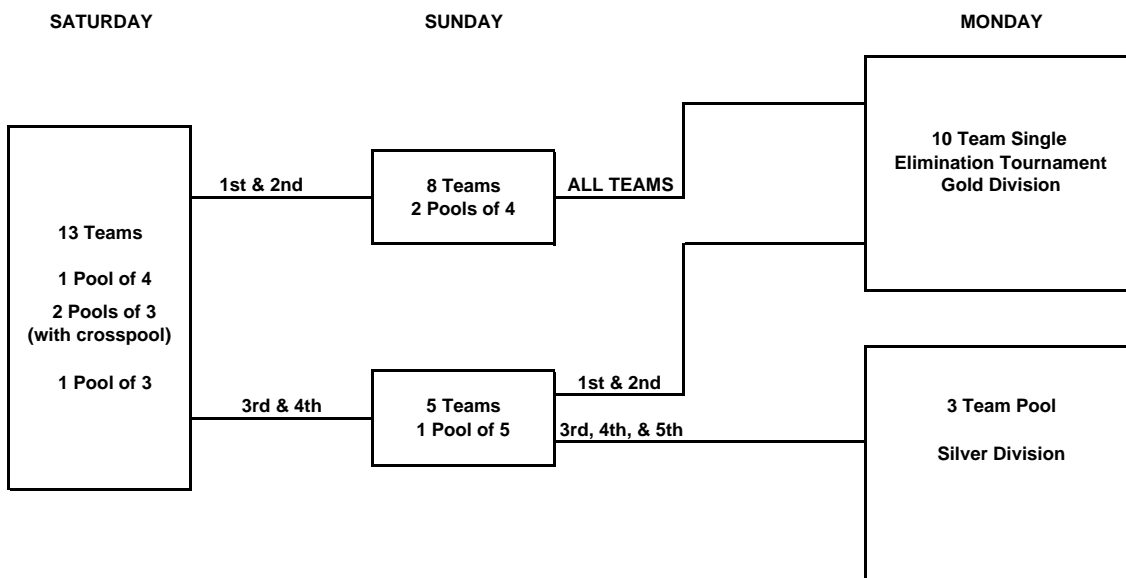
AZ Saguaro 16-N1	Arizona Saguaro Volleyball Academy	AZ
AZ Saguaro VC 16-2	Arizona Saguaro Volleyball Academy	AZ
BC Juniors	BC Juniors	NV
Beach Cities 16 Smack	Beach Cities VBC	CA
Club Utah 16 Jared	Club Utah Volleyball	UT
Dig This! Vbc Stacy's 16's	Dig This! Volleyball Club	NV
Dig This! Vbc Eve's 16's	Dig This! Volleyball Club	NV
NASA 161 JR	NASA Volleyball	AL
NUJVBC 16 Gold	Northern Utah Juniors Volleyball Club	UT
Shonto 16s	Shonto starlings	AZ
Vegas Aces 16	Vegas Aces	NV
West 16	West Rebels	CA

17 - 18 & Under

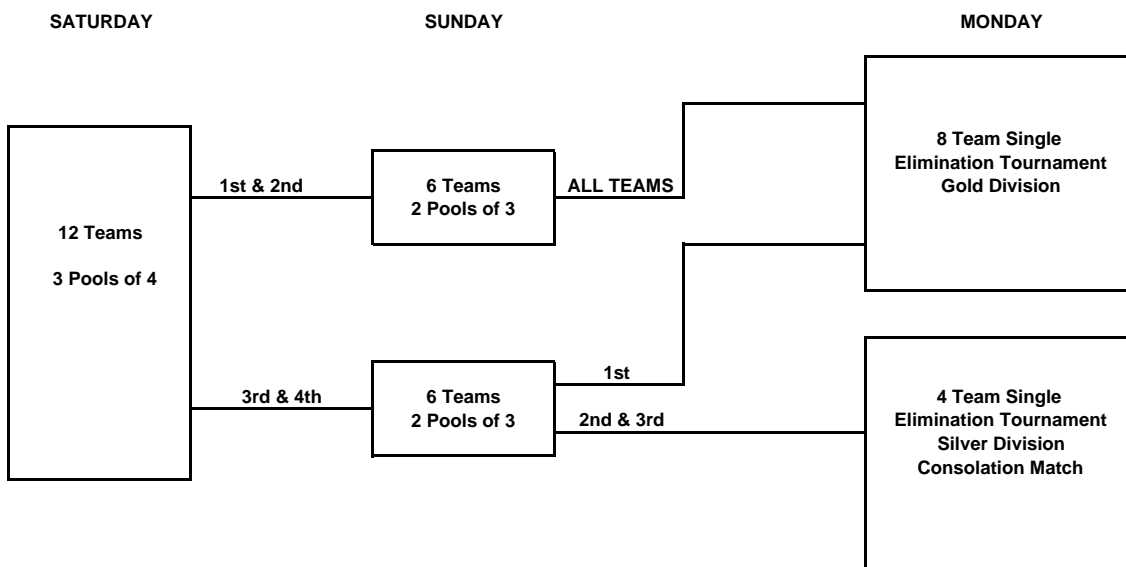
Black Gold 18	New Mexico Drillers	NM
Blackout 18	Sparks Volleyball Club	AZ
CRVC 18's	Colorado River Volleyball	CO
Dig This! James's 18's	Dig This! Volleyball Club	NV
Elevate 17U	Club Elevate VBC	UT
MVA 17National	Montana Volleyball Academy	MT
NUJVBC 18 Gold	Northern Utah Juniors Volleyball Club	UT
Pavillion Volleyball Club	Pavillion Volleyball Club	WY
Pocatello Elite 17	Pocatello Elite	ID
RCVC 171	RCVC	AL
Shonto 17s	Shonto starlings	AZ
Utah Ice 17/Lesa	UTAH ICE VBC	UT
Volleytech	Volleytech	ID

Highlighted is REVISED as of 5/21/14

2014 AAU WEST COAST CHAMPIONSHIPS 18 and Under Division - 13 Teams

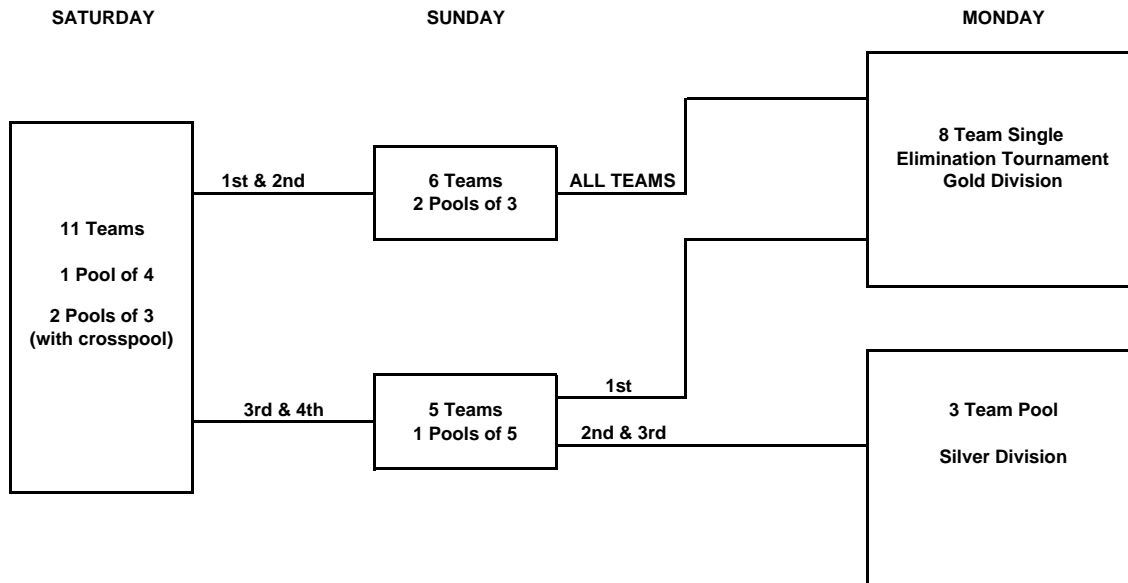


2014 AAU WEST COAST CHAMPIONSHIPS 16 and Under Division - 12 Teams



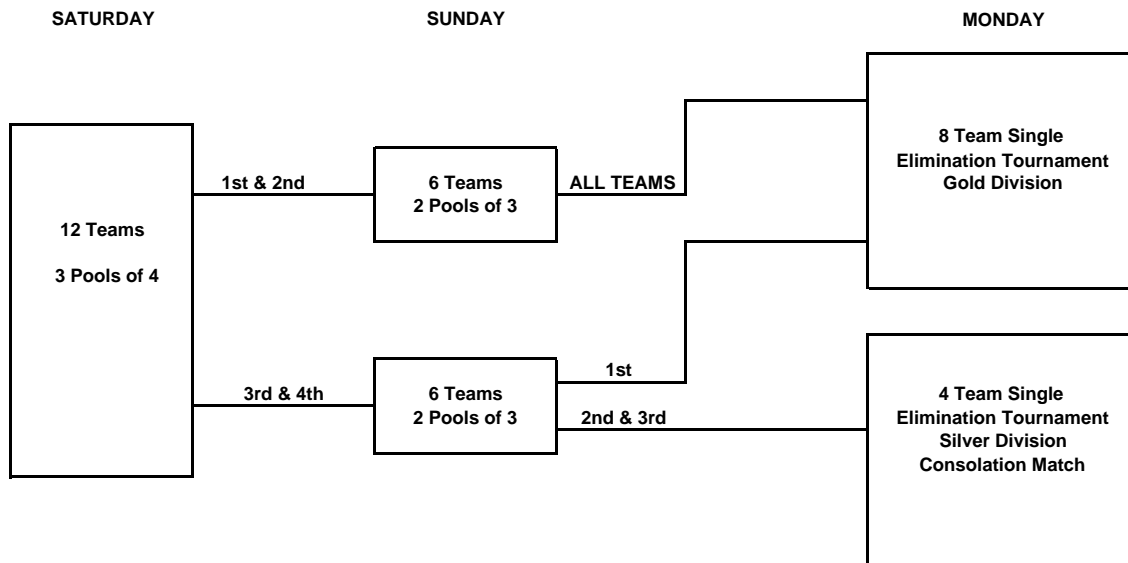
2014 AAU WEST COAST CHAMPIONSHIPS

15 and Under Division - 11 Teams



2014 AAU WEST COAST CHAMPIONSHIPS

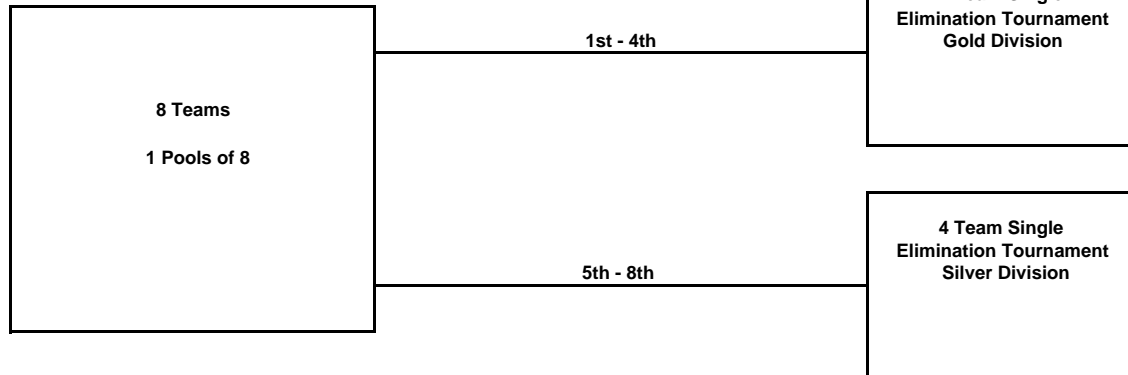
14 and Under Division - 12 Teams



2014 AAU WEST COAST CHAMPIONSHIPS
13 and Under Division - 8 Teams

SATURDAY/SUNDAY

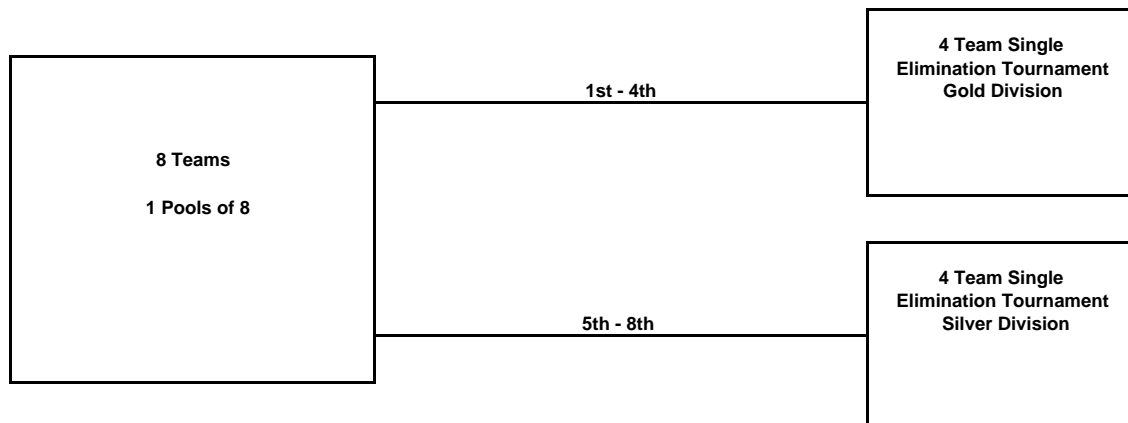
MONDAY



2014 AAU WEST COAST CHAMPIONSHIPS
12 and Under Division - 8 Teams

SATURDAY/SUNDAY

MONDAY



2014 AAU VOLLEYBALL WEST COAST CHAMPIONSHIPS

FORMAT

All teams will have 2 days of pool play on Saturday and Sunday. Teams will play in either an AM wave or PM wave. On Monday, all teams advance to single elimination bracket play.

All matches will use rally scoring best 2 out of 3 sets (no cap), unless otherwise noted. Sets 1 and 2 will play to 25 points, set 3 will play to 15 points with a court change at 12 points.

- In 3 team pools with cross-over this match will count towards your tournament record and placement in the final standings.
- In 3 team pools without a cross-over, teams will play 3 sets to 25 points with no court change. Sets will count towards your finish.

The schedule and results will be available online through Advanced Event System (AES) www.advancedeventsystems.com and AAU Volleyball www.aauvolleyball.org. Check either web site for any updates. In the event that you are in question of your finish after pool play, or if there is a discrepancy in your standings, report to the Championships Desk at your playing facility immediately.

Teams are responsible for knowing their playing and officiating assignments. Please check your schedule online frequently. All schedules are subject to change. Play schedules for the next day may not be determined until all pools in the division are completed. It is highly recommended that you do not leave your playing site until all matches in your pool are completed and the pool standings are finalized and displayed on the AES Tournament Reporting System.

PLAYING SITE

All competition will take place in the Las Vegas Convention Center.

Las Vegas Convention Center – South Hall 2
3150 Paradise Rd, Las Vegas, NV 89109

WARM-UP & BALL HANDLING

There will be no ball handling allowed anywhere in any venue except on your assigned court.

- a. There will be no shared hitting during any warm-up.
- b. **For each team's first match of the day (5-4-4),** they will have warm-up time of 5 minutes of shared ball handling, 4 minutes of solo court time for the serving team and 4 minutes of solo court time for the receiving team.
- c. **After all teams playing in a match have played a match (2-4-4),** the remaining match warm-up will be: 2 minutes shared ball handling, 4 minutes of solo court time for the serving team and 4 minutes of solo court time for the receiving team.
- d. **All serving must be done during a team's solo court time.**

- e. When one team has exclusive use of the court, the other team must be either at its team bench or out of the playing area. Warming up with balls at the team bench or in the spectator walkways is not permitted.
- f. A team may elect to rest during their warm-up period and the full time will be allowed with the court remaining empty during this time.

OFFICIATING RESPONSIBILITIES

- a. Certified 1st referees will be provided for each match.
- b. Each team **MUST** provide qualified persons for any work team assignments:
 - one (1) 2nd referee
 - one (1) scorekeeper,
 - one (1) scoreboard operator,
 - two (2) line judges and
 - one (1) Libero tracker.
 - One of the team's rostered coaches must be present at the scores table for the entire match when your team is scheduled to work.
- c. Officiating teams must report to the referees at the beginning of the warm-up time. Teams are considered late for their officiating assignment if all members of the officiating crew are not in attendance at the end of the warm-up period.
- d. For each minute the work team is not-complete (including a rostered coach), the team will be assessed a 1 penalty point, up to a maximum of 25 points in their next set.
- e. Failure to provide the complete officiating crew for a second assigned match could result in a forfeit of your next match. If you leave your court or the facility, allow enough time to return for your next assignment (play or work team).

RULES OF PLAY

The West Coast AAU Volleyball Championships will be conducted under the AAU Code, AAU Volleyball Handbook and the current Domestic Competition Regulations as presented by USA Volleyball, with modifications by the AAU National Volleyball Committee. These rules may also be modified by Championship Rules and information included in this guide.

Some of the key or tournament specific rules are listed below.

- a. Each team will be allowed a maximum of 12 substitutions.
 - Substitutions are only recognized when the sub(s) enters the sub/attack zone.
 - Only one sub may enter the zone at a time.
 - There is no longer a request from the coach or captain.
- b. Teams in all divisions may use Libero Players.
 - Each team may designate up to two Liberos.
 - Libero(s) must be identified prior to each set.
 - Only one Libero may be on the court at a time.
 - The Libero(s) may serve in only one rotation in a set.

- The Libero(s) uniform jersey must be immediately recognized from all angles as being in clear contrast to and distinct from the other members of the team. It must contrast in color to the predominant color of the jerseys of the other members of the team.

MATCH START TIMES

- a. The FIRST MATCH of any round or wave will not begin before its scheduled time.
- b. Within a wave, a match may be advanced no more than ten (10) minutes from the scheduled starting time provided the 2 competing teams, the assigned work team, the officiating team, officials and tournament staff all agree.
- c. The last round of the wave may be advanced more than 10 minutes provided the 2 competing teams, the assigned work team, the officiating team, officials and tournament staff all agree.

FORFEITURES

- a. In the event that a complete playing team (6 legal players and a rostered coach) is not present and ready to play at the scheduled match time, the missing/incomplete team will forfeit the first set of the match. The team forfeits the second set of the match 10 minutes after the forfeiture of the first set. If the team arrives or becomes complete during the 10 minutes between sets, the second set will begin immediately upon completion of line-ups and there will be no warm-up time.
- b. If there is potential for a playoff, all teams must remain in the court area. When Championship completes the playoff determination and seeding, they will notify the officials and if necessary send a playoff score sheet to the court. Any team not present or incomplete, will forfeit the playoff whether they are playing or assigned as the work team.

PROTESTS

- a. Any protest must be lodged with the first referee prior to the next serve.
- b. Only the floor captain may lodge a protest. (Exception: for 14, 13, 12, 11 and 10 Divisions where the coach may act as captain.)
- c. The first referee is obligated to acknowledge all protests.
- d. The Protest Committee will consist of: (1) a Tournament Director or Event Staff, (2) a Head Official and (3) another tournament official not involved in the match.

MISCONDUCT

Any player, coach or team representative that is disqualified, expelled, or displays excessive unsportsmanlike or unethical behavior, or inappropriate conduct will be reviewed by the Championships Committee for possible further action. This could include total disqualification for the remainder of the tournament.

AWARDS

Team trophies and individual medals will be presented to the top 4 teams in the Championship bracket of each age group (1st, 2nd, and two 3rds). A team award will be presented to the winning team of the Silver bracket.

TIE BREAKING PROCEDURE

TIE BREAK FORMAT FOR COMPETITION ADVANCING TO THE CHAMPIONSHIP DIVISION

General Guidelines for all ties

- **IT IS THE COACH'S RESPONSIBILITY TO KNOW IF A PLAYOFF WILL BE HELD FOR THEIR POOL. DO NOT LEAVE THE FACILITY UNTIL YOUR POOL IS COMPLETED.**
- All tiebreaker sets will be one 25-point set with teams switching sides at 12 points. Before the tiebreaker, there will be a 6-minute (3-minutes per team) warm up period.
- In any tie, if one of the teams in the pool leaves the site or cannot be immediately found before the determination that a tiebreaker match is necessary, the missing team will be eliminated from the tiebreaker and assigned the lowest position available within the tie.

ALL TWO WAY TIES (two teams tied in match record)

- The team that won the pool play match between the two tied teams (head to head) will be the higher seed –there will be **NO PLAYOFF MATCH**. This procedure applies to **all** two-way ties, including those leading to the Championship Division. (The rationale is that the tied teams have already determined the better team through direct play.)

THREE WAY TIES (three teams tied in match record)

- Once a three-way tie exists, the Championship Staff no longer use the two-way tie rule in any fashion to resolve the tie, (e.g. head-to-head results are not used as a method of determining seeding).

1. In a pool with one team advancing and a three way tie in match record for 1st

- a) All three tied teams will participate in the tie breaking process.
- b) The teams will first be seeded by:
 1. Win-Loss ratio for the total number of sets played in the pool (set wins/total sets).
 2. Point Percentage (a team's total points scored divided by the total points scored against them in that pool).
 3. Coin Toss.
- c) **Set One** - the #2 seed plays the #3 seed and the #1 seed is the work team. The loser of Set One is 3rd in the pool and is the work team for Set Two.
- d) **Set Two** - the winner of Set One then plays the #1 seed. The winner of Set Two is 1st in the pool and the loser is 2nd.

2. In a pool with two teams advancing and a three way tie in match record for 1st

- a) All three tied teams will participate in the tie breaking process.
- b) The teams will first be seeded by:
 1. Win-Loss ratio for the total number of sets played in the pool (set wins/total sets).
 2. Point Percentage (a team's total points scored divided by the total points scored against them in that pool).
 3. Coin Toss.
- c) The #1 seed will take 1st in the pool.

The #2 seed plays the #3 seed and the #1 seed is the work team. The winner is 2nd in the pool and the loser 3rd.

3. In a pool with three teams advancing and a three way tie in match record for 1st

- a) **NO PLAYOFF MATCHES.**
- b) With all three teams advancing, the seed will be determined by:
 - 1. Win-Loss ratio for the total number of sets played in the pool (set wins/total sets).
 - 2. Point Percentage (a team's total points scored divided by the total points scored against them in that pool).
 - 3. Coin Toss.

4. In a pool with two teams advancing and a three way tie in match record for 2nd

- a) All three tied teams will participate in the tie breaking process.
- b) The teams will first be seeded by:
 - 1. Win-Loss ratio for the total number of sets played in the pool (set wins/total sets).
 - 2. Point Percentage (a team's total points scored divided by the total points scored against them in that pool).
 - 3. Coin Toss.
- c) **Set One** - the #2 seed plays the #3 seed and the #1 seed is the work team. The loser of Set One is 4th in the pool and is the work team for Set Two.
- d) **Set Two** - the winner of the Set One then plays the #1 seed. The winner of Set Two is 2nd in the pool and the loser is 3rd.

5. In a pool with three teams advancing and a three way tie in match record for 2nd

- a) All three tied teams will participate in the tie breaking process.
- b) The teams will first be seeded by:
 - 1. Win-Loss ratio for the total number of sets played in the pool (set wins/total sets).
 - 2. Point Percentage (a team's total points scored divided by the total points scored against them in that pool).
 - 3. Coin Toss.
- c) The #1 seed is 2nd in the pool.
- d) The #2 seed plays the #3 seed and the #1 seed is the work team. The winner is 3rd in the pool and the loser 4th.

FOUR WAY TIES (four teams tied in match record)

1. In a 7-team pool with 4 teams tied for 1st and four teams advancing.

- a) **NO PLAYOFF MATCHES.**
- b) With all four teams advancing, the seed will be determined by:
 - 1. Win-Loss ratio for the total number of sets played in the pool (set wins/total sets).
 - 2. Point Percentage (a team's total points scored divided by the total points scored against them in that pool).
 - 3. Coin Toss.

2. In a pool with four teams advancing and a four way tie in match record for 4th

- a) **All four tied teams** will participate in the tie breaking process.
- b) The teams will first be seeded by:
 - 1. Win-Loss ratio for the total number of sets played in the pool (set wins/total sets).

2. Point Percentage (a team's total points scored divided by the total points scored against them in that pool).
3. Coin Toss.
- a) **Set One** - the #1 seed plays the #4 seed and the #3 seed is the work team. The loser of this match is 7th place in pool and will work Set Two.
- c) **Set Two** - the #2 seed plays the #3 seed, loser is 6th in pool and will work Set Three.
- d) **Set Three** - the winner from Set One plays the winner from Set Two. The winner is the 4th in pool and the loser is the 5th.

3. In a pool with four teams advancing and a four way tie in match record for 3rd

- a) All four tied teams will participate in the tie breaking process.
- b) The teams will first be seeded by:
 1. Win-Loss ratio for the total number of sets played in the pool (set wins/total sets).
 2. Point Percentage (a team's total points scored divided by the total points scored against them in that pool).
 3. Coin Toss.
- c) The #1 seed will be 3rd in the pool.
- d) **Set One** - the #3 seed plays the #4 seed and the #2 seed is the work team. The loser of Set One is 6th in the pool and is the work team for Set Two.
- e) **Set Two** - the winner of the Set One plays the #2 seed. The winner is 4th in pool and the loser is 5th.

4. In a pool with four teams advancing and a four way tie in match record for 2nd

- a) All four tied teams will participate in the tie breaking process.
- b) The teams will first be seeded by:
 1. Win-Loss ratio for the total number of sets played in the pool (set wins/total sets).
 2. Point Percentage (a team's total points scored divided by the total points scored against them in that pool).
 3. Coin Toss.
- c) The #1 seed is 2nd in the pool and the #2 seed is 3rd in the pool.
- d) The #3 seed plays the #4 seed and the #2 seed is the work team. The winner is 4th in the pool and the loser is 5th.

5. In a 6 or 7 team pool with a total of four teams advancing and a three way tie in match record for 2nd, 3rd or 4th follow the above playoff procedures 1 – 5 with a three way tie.

FOR COMPETITION NOT LEADING TO THE CHAMPIONSHIP DIVISION:

There are NO PLAYOFF SETS.

In three-way ties: ties will be broken by the successive application, without repetition, of:

- Pool Match Record
- Head to Head Results
- Set Percentage (Sets won/total games played)
- Point Percentage (points scored/points opponents scored)
- Coin Toss



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**SVSW-GOLD Premium Leather Vollebyall
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