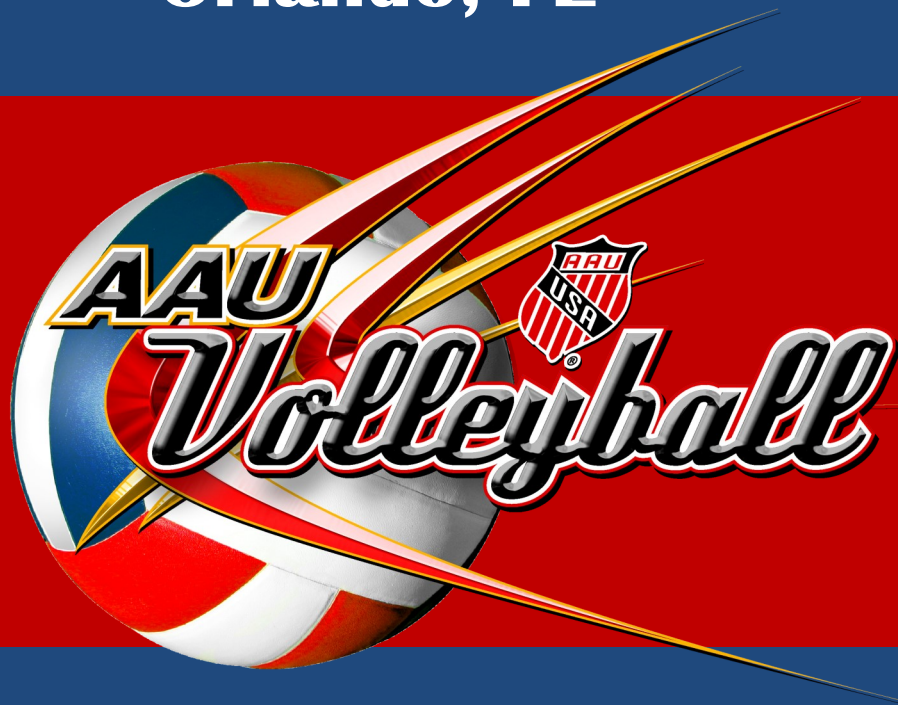




# 2017 AAU Boys' Junior National Volleyball Championships Orlando, FL



Competition June 23-25, 2017

## General Information & Event Rules





All schedules and results are online at [www.advancedeventsystems.com](http://www.advancedeventsystems.com) and [www.aauvolleyball.org](http://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 KNOW IF THERE WILL BE A PLAYOFF MATCH FOR THEIR POOL.**



**2017 AAU Boys' Junior National  
Volleyball Championships  
June 23-25, 2017**



<b><u>14 &amp; Under</u></b>	<b><u>CLUB NAME</u></b>	<b><u>AGE</u></b>	<b><u>STATE</u></b>
352 Elite Boys Rox 14 Blue	352 Elite	14U	FL
352 Elite Boys Rox 14 Lime	352 Elite	14U	FL
Axis Elite 14 Boys	Axis Elite Volleyball Academy	14U	SC
D1 Elite 14 Green	Division1 VBC	14U	IL
FI MOJO 13 Barracuda	Florida Mojo Volleyball Club	14U	FL
FI MOJO 14 Barracuda	Florida Mojo Volleyball Club	14U	FL
FI MOJO 14 Blacktip	Florida Mojo Volleyball Club	14U	FL
GVA MIZUNO 14 GRAY	GVA volleyball academy	14U	PR
Miami Hype 14s Navy	Miami Hype	14U	FL
Miami Hype 14s Red	Miami Hype	14U	FL
Miami Select 14 Boys	Miami Select Volleyball Club	14U	FL
Mizuno Sports Performance B14 Mizuno	Mizuno Sports Performance	14U	IL
Mizuno Sports Performance B14 Runbird	Mizuno Sports Performance	14U	IL
MVP Academy 14 Fire	Marks Volleyball Prep Academy	14U	FL
Nona Sports Boys 14U	BeastMode Volleyball	14U	FL
Ocean Bay 14 Quiksilver	Ocean Breeze & Ocean Bay Volleyball Club	14U	FL
Orlando Gold 12 Black	Orlando Gold VBC	14U	FL
Orlando Gold 14 Black	Orlando Gold VBC	14U	FL
TVA VOLLEYBALL SYSTEM	TVA Volleyball System	14U	PR
Volley Top 14U	VolleyTop	14U	PR
WPVC 14 Elite	Winter Park Volleyball Club	14U	FL
<b><u>15 &amp; Under</u></b>			
352 Elite Boys Rox 15 Lime	352 Elite	15U	FL
FI MOJO 15 Blacktips	Florida Mojo Volleyball Club	15U	FL
GVA 15M	GVA volleyball academy	15U	PR
MVP Academy 15 Fire	Marks Volleyball Prep Academy	15U	FL
Ocean Bay 15 Quiksilver	Ocean Breeze & Ocean Bay Volleyball Club	15U	FL
<b><u>16 &amp; Under</u></b>			
16 Emilio Smack	Miami Volleyball Academy	16U	FL
16 Gonzalo Smack	Miami Volleyball Academy	16U	FL
352 Elite Boys Rox 16 Lime	352 Elite	16U	FL
Atlanta Extreme 16 Boys	Atlanta Extreme Volleyball Club	16U	GA
Axis Elite 16 Boys	Axis Elite Volleyball Academy	16U	SC
Bayou Boys 16U	Bayou Boys Volleyball Club	16U	LA
Club Wood - Ivy	Club Wood	16U	CA
Coastal 16N-1	Coastal Volleyball Club	16U	FL
CTIV-Osvaldo	CTIV	16U	PR
FI MOJO 16 Barracudas	Florida Mojo Volleyball Club	16U	FL
FI MOJO 16 Blacktips	Florida Mojo Volleyball Club	16U	FL
Miami Hype 16s	Miami Hype	16U	FL
Miami Select 16 Boys	Miami Select Volleyball Club	16U	FL
MVP Academy 16 Fire	Marks Volleyball Prep Academy	16U	FL
MVP Academy 16 Ice	Marks Volleyball Prep Academy	16U	FL
Ocean Bay 16 Quiksilver	Ocean Breeze & Ocean Bay Volleyball Club	16U	FL
Orlando Gold 16 Black	Orlando Gold VBC	16U	FL

Orlando Gold 16 Gold	Orlando Gold VBC	16U	FL
Top Select 16 Royal Adam	Top Select Volleyball Academy	16U	FL
Top Select 16 Royal Nate	Top Select Volleyball Academy	16U	FL
vaqueros 16-2 m	CLUB VOLEIBOL VAQUEROS BAYAMON	16U	PR

### **17 & Under**

17 Jonathan Smack	Miami Volleyball Academy	17U	FL
Coastal 17N-1	Coastal Volleyball Club	17U	FL
Coastal 17N-2	Coastal Volleyball Club	17U	FL
FI MOJO 17 Blacktips	Florida Mojo Volleyball Club	17U	FL
Miami Select 17 Boys	Miami Select Volleyball Club	17U	FL
MVP Academy 17 Fire	Marks Volleyball Prep Academy	17U	FL
MVP Academy 17 Ice	Marks Volleyball Prep Academy	17U	FL
Ocean Bay 17 Quiksilver	Ocean Breeze & Ocean Bay Volleyball Club	17U	FL
Orlando Gold 17 Black	Orlando Gold VBC	17U	FL
PONCE PUMAS	PONCE PUMAS	17U	PR
Powerhouse VBC 17	Powerhouse Volleyball Club	17U	FL
SERV 17 Boys	South East Region Volleyball (Serv)	17U	VA
VPA Black	VPA	17U	FL

### **18 & Under**

352 Elite Boys Rox 18 Lime	352 Elite	18U	FL
ADRENALINE USA 18 BLACK	Adrenaline USA Sports	18U	FL
Atlanta Extreme 18 Boys	Atlanta Extreme Volleyball Club	18U	GA
Club Tigres M	Sport Voyager	18U	FL
Club Wood - Walker	Club Wood	18U	CA
Coastal 18N-1	Coastal Volleyball Club	18U	FL
La Estrella	La Estrella	18U	INT'L
Metrolina Boys Volleyball	Metrolina Boys Volleyball Club	18U	NC
Miami Hype 18s	Miami Hype	18U	FL
MVP Academy 18 Fire	Marks Volleyball Prep Academy	18U	FL
NYC Crusaders	NYC Crusaders	18U	NY
Ocean Bay 18 Quiksilver	Ocean Breeze & Ocean Bay Volleyball Club	18U	FL
Orlando Gold 18 Black	Orlando Gold VBC	18U	FL
Sky High Volleyball Club Inc.	Sky High Volleyball Inc.	18U	VI
Top Select 18 Royal	Top Select Volleyball Academy	18U	FL
Volleyball Internat Frankfurt	National Volleyball Admin Club	18U	INT'L

**352 Elite Boys Rox 14 Blue  
14 & UNDER**



**352 Elite Boys Rox 14 Lime  
14 & UNDER**



**352 Elite Boys Rox 15 Lime  
15 & UNDER**



**352 Boys Elite Rox 16 Lime  
16 & UNDER**



**352 Elite Boys Rox 18 Lime  
18 & UNDER**



**Atlanta Extreme 16 Boys  
16 & UNDER**



**Atlanta Extreme 18 Boys  
18 & UNDER**



**Club Tigers M  
18 & UNDER**



**GVA MIZUNO 14 GRAY  
14 & UNDER**



**La Estrella  
18 & UNDER**



**SERV 17 Boys  
17 & UNDER**



**Top Select 16 Royal Adam  
16 & UNDER**



**Top Select 16 Royal Nite  
16 & UNDER**



## **CHAMPIONSHIPS FORMAT**

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 8 points.

- In the 5-team pools, there will be a scheduled break between matches 3 and 4.
- In the 6 and 7 team pools, pool play matches will be played in two days.
- 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. All sets will count towards your finish.

The schedule and results will be available online through Advanced Event System (AES) [www.advancedeventsystems.com](http://www.advancedeventsystems.com) and AAU Volleyball [www.aauvolleyball.org](http://www.aauvolleyball.org). Check either website for any updates. Designated computers will be available at the Orlando Sports Center. 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 Championship 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 SITES**

**Orlando Sports Center** (6700 Kingspointe Parkway, Orlando, FL 32819)

- Courts 1 through 10

## **TEAM ROSTERS AND CHECK-IN**

- a. A Coach or Team Representative must verify, at Check-In, that all information is correct including:
  - Players (max 14) are all listed and with their correct uniform number (a player may only have one number). Players, including Liberos, must wear the same uniform number throughout the competition. Players may only be on one team roster in the event, regardless of competition division.
  - Coaches/Bench Personnel (max 4) are all listed correctly.
  - Chaperones (max 2) are all listed correctly.
  - Only Coaches/Bench Personnel (4) may be listed and sit on the team bench during play. Coaches/Bench Personnel must have the appropriate credential in order to be on the team bench. Chaperones are not permitted on the bench or competition floor.
  - After the coach/team representative verifies and signs the team roster, the roster becomes final and will be in effect throughout the event. Any adjustments to the roster after it has been signed off on must be made at the Championship Desk and will include a \$25 fee per change. **No players may be added to the team roster after the team's first match begins.**



## **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 1<sup>st</sup> and 2<sup>nd</sup> referees will be provided for each match.
- b. Each team ***MUST*** provide qualified persons for any work team assignments:
  - one (1) scorekeeper,
  - one (1) scoreboard operator,
  - two (2) line judges,
  - one (1) Libero tracker, and
  - **One of the team's rostered coaches with the appropriate credential must be present at the scorers table for the entire match when your team is scheduled to work.**
- c. **Scorekeepers must be competent or the team will be required to hire an official scorekeeper at \$25 per match through the event staff. Competency will be determined by the Championship Committee.**
- d. 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.
- e. 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.
- f. 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 AAU Junior National 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.
  - AAU Rules allow for two different Liberos to be designated for each set.
  - 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.
  
- b. Uniform Requirements:
  - **Each player is required to wear the same jersey number throughout the event** with limited exceptions as required by emergency or blood rule applications. This applies to all players including the Libero position. If players share the Libero position from match to match, a player shall wear the same jersey number whenever they play, whether they are or they are not, assigned to the Libero position.
  
  - Identical uniforms are required, with the following exceptions:
    - The Libero must wear a uniform jersey that is immediately recognized from all angles as being in clear contrast to and distinct from the other members of the team. The Libero jersey must contrast in color from the predominant color(s) of the other members of the team. Predominant color(s) is the color(s) appearing on approximately half of the uniform. Color combinations including but not limited to purple/black, dark green/black, navy/black, navy/maroon, white/light yellow are not distinctive enough to comply with the rules.
    - Different sleeve lengths are permitted.
    - If undergarments are worn in such a manner that they are exposed, they will be considered a part of the uniform, in which they must be similar and the same color for any team member (except Libero) who wears the undergarment. Socks and shoes are not considered part of the uniform.
    - Manufacturer's logo or trademark can vary if it does not exceed 2 ¼ inches.
  
  - **Uniform Numbers:**
    - i. Jerseys must be numbered in a permanent manner from 1 and 99 and duplicate numbers are not allowed.
    - ii. Uniform numbers must be clearly visible and centered on the chest and back.
    - iii. The numbers must be minimum height of 4" on the chest and 6" on the back (recommended to be 6" on chest and 8" on the back). The stripe forming the numbers shall have a minimum width of ¼".
    - iv. Each jersey must use the same color and number height for all players except the Libero. The color and brightness of the numbers must contrast with the color and brightness of the jerseys. Color combinations such as purple/black, dark green/black, navy/black or navy/maroon are not distinctive enough to comply with the rules.

- c. Centerline and Net Touch Rules:
- Encroachment into the opponent's court with any part(s) of the body is permitted, provided some part of the body remains either in contact with or directly above the centerline, and there is no interference with opponents. Completely crossing the centerline with the foot, feet, or hands, or encroachment with other body parts must not present a safety hazard to opponents.
  - Contact with the net by a player between the antennae, during the action of playing the ball, is a fault. The action of playing the ball includes (among others) take-off, hit (or attempt) and landing.
  - Players may touch the post, ropes or any other object outside the antenna, including the net itself, provided that it does not interfere with play.
  - A player interferes with play by (amongst others) touching the net between the antennae or the antenna itself during action of playing the ball, using the net between the antennae as a support or stabilizing aid, creating an unfair advantage over the opponent by touching the net, making actions which hinder an opponent's legitimate attempt to play the ball, or catching/holding onto the net. Players close to the ball as it is played, or who are trying to play it, are considered in the action of playing the ball, even if no contact is made with the ball. However, touching the net outside the antenna is not to be considered a fault.
  - For complete rules, please refer to the 2015-2017 USA Volleyball Domestic Competition Regulations available at [www.usavolleyball.org](http://www.usavolleyball.org).
- d. Players and Spectators may not, at any time, have or use any form of artificial noisemaker in any of the competition facilities.
- e. If a match is moved to another court for any reason, the match will resume at the same score as it was left off. The match will not be restarted.

## 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 roster 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 & Under 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**

### **a. Championship Division Awards**

- AAU National Championship trophies and medals will be awarded to the top 4 teams in each age group (1<sup>st</sup>, 2<sup>nd</sup>, and two 3<sup>rd</sup>s). Teams will receive their awards during the ceremony after the Championship match of their age group.

### **b. Other Division Awards**

- Teams winning Divisions other than the Championship Division (Premier, etc.) will proceed to the designated awards area to receive team and individual awards immediately following the final match of that bracket.

### **c. All American Awards and the Most Valuable Players**

- The All American Committee was established to recognize outstanding athletes during their participation at the AAU National Championships. Individuals will be honored for:
  - Demonstration of good sportsmanship, leadership, general attitude and conduct both on and off the court.
  - Playing effectiveness and court leadership during the event.
  - Individual players demonstrating the highest levels of basic skills and all-around play.
  - Selections shall come primarily from “Championship Division” teams; however, the committee reserves the right for possible exceptions.
  - The MVP may or may not be selected from the first place team.
  - Players who receive a behavioral sanction from a referee or other AAU Volleyball Official **during** this event **WILL NOT** be considered for All American selection.
  - A player selected as an All American or a Most Valuable Player who receives a disciplinary action by any AAU event authority **prior to leaving** the host city, shall be subject to a forfeit of these Championship Recognition Honors.
- Each team reaching the quarterfinal round will self-select their team’s All American winner(s). Nomination forms will be distributed to teams reaching the quarterfinals and must be turned in per the instructions on the form.

### **Academic All American Awards**

- Nomination forms can be pick-up and submitted at the Championship Desk. The AAU Volleyball National Executive Committee will announce the selections after the Championship. Award certificates will be mailed to the recipients.

# 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 13 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 1<sup>st</sup>

- 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 3<sup>rd</sup> 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 1<sup>st</sup> in the pool and the loser is 2<sup>nd</sup>.

#### 2. In a pool with two teams advancing and a three way tie in match record for 1<sup>st</sup>

- 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 1<sup>st</sup> in the pool.  
The #2 seed plays the #3 seed and the #1 seed is the work team. The winner is 2<sup>nd</sup> in the pool and the loser 3<sup>rd</sup>.

**3. In a pool with three teams advancing and a three way tie in match record for 1<sup>st</sup>**

- 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 2<sup>nd</sup>**

- 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 4<sup>th</sup> 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 2<sup>nd</sup> in the pool and the loser is 3<sup>rd</sup>.

**5. In a pool with three teams advancing and a three way tie in match record for 2<sup>nd</sup>**

- 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 2<sup>nd</sup> in the pool.
- d) The #2 seed plays the #3 seed and the #1 seed is the work team. The winner is 3<sup>rd</sup> in the pool and the loser 4<sup>th</sup>.

**FOUR WAY TIES (four teams tied in match record)**

**1. In a 7-team pool with 4 teams tied for 1<sup>st</sup> 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 4<sup>th</sup>**

- 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) **Set One** - the #1 seed plays the #4 seed and the #3 seed is the work team. The loser of this match is 7<sup>th</sup> place in pool and will work Set Two.
- d) **Set Two** - the #2 seed plays the #3 seed, loser is 6th in pool and will work Set Three.
- e) **Set Three** - the winner from Set One plays the winner from Set Two. The winner is the 4<sup>th</sup> in pool and the loser is the 5<sup>th</sup>.

**3. In a pool with four teams advancing and a four way tie in match record for 3<sup>rd</sup>**

- 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 3<sup>rd</sup> 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 6<sup>th</sup> 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 4<sup>th</sup> in pool and the loser is 5<sup>th</sup>.

**4. In a pool with four teams advancing and a four way tie in match record for 2<sup>nd</sup>**

- 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 2<sup>nd</sup> in the pool and the #2 seed is 3<sup>rd</sup> in the pool.
- d) The #3 seed plays the #4 seed and the #2 seed is the work team. The winner is 4<sup>th</sup> in the pool and the loser is 5<sup>th</sup>.

**In a 6 team pool with more teams tied than can advance, a playoff will be played.**

**1. In a pool with four teams advancing and a four way tie in match record for 3<sup>rd</sup>**

- 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 3<sup>rd</sup> 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 6<sup>th</sup> in the pool and will be the work team for Set Two.
- e) **Set Two** - the winner of Set One plays the #2 seed. The winner is 4<sup>th</sup> in the pool and the loser is 5<sup>th</sup>.

**2. In a pool with four teams advancing and a four way tie in match record for 2<sup>nd</sup>**

- 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.
- d) The #1 seed is 2<sup>nd</sup> in the pool and the #2 seed is 3<sup>rd</sup> in the pool.
- e) The #3 seed plays the #4 seed and the #2 seed is the work team. The winner is 4<sup>th</sup> in the pool and the loser is 5<sup>th</sup>.

**6. In a 6 or 7 team pool with a total of four teams advancing and a three way tie in match record for 2<sup>nd</sup>, 3<sup>rd</sup> or 4<sup>th</sup> 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