



AAU Girls' 18U Junior National Volleyball Championships



May 25-27, 2019

General Information & Event Rules



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

Check the website 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.

The complete Championships Program is available online at www.aauvolleyball.org.



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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 5-team pools, there will be a scheduled break between matches 3 and 4.
- In 6 and 7 team pools, pool play matches will be played in two days.
- In 3-team pools with a cross-over, the cross-over match will count towards your tournament record and placement in the final standings.
- In 3-team pools without a cross-over, teams will play 2 out of 3 sets (no cap). Sets 1 and 2 will play to 25 points, set 3 will play to 15 points with a court change at 8 points.

The schedule and results will be available online through Advanced Event Systems (AES) www.advancedeventsystems.com and AAU Volleyball www.aauvolleyball.org. Check either website for any updates. Designated computers will be available at the Orange County Convention 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 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

Orange County Convention Center -North Concourse (9400 Universal Boulevard, Orlando, FL 32819)

- Courts 1 through 14 are located in the North Hall (NB)

Entrances and ticket sales will be on the North Concourse.

A special daily parking rate of \$10.00 per day is available during the event. This does include re-entry on the same day. You must save your receipt for re-entry. Parking is available in the North Lot.

Large crowds are expected at the Convention Center. Event traffic should use Beachline Expressway Exit #2. If traveling on Sand Lake Rd, use Universal Blvd to the Convention Center. For detailed parking maps and directions, visit www.aauvolleyball.org.

TEAM ROSTERS AND CHECK-IN

- a. A Coach or Team Representative must verify at Team Check-In that all information is correct including:
- Players 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 (maximum 5) are all listed correctly.
 - Chaperones (maximum 2) are all listed correctly.
 - Only Coaches/Bench Personnel (maximum 5) may be listed and sit on the team bench during play. Coaches/Bench Personnel must have the appropriate wristband 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 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.**
 - Coaches will be required to initial the scoresheet before each match to verify the roster.
- b. Athlete, coach/bench personnel and chaperone credentials will be distributed to the team representative at Team Check-In. **All athletes, coaches/bench personnel and chaperones must have their credentials with them to enter the Orange County Convention Center. Coaches/bench personnel will also receive a wristband and MUST wear the wristband on their wrist at all times. Only those coaches that have the appropriate wristband and are listed on the roster will be permitted on the team bench. Wristbands do not allow admittance in the facilities. All coaches must still have their credential with them at all times.** Athletes, coaches and chaperones without the proper credentials will be required to purchase an admission ticket.

WARM-UP & BALL HANDLING

There will be no ball handling allowed anywhere in any venue except on your assigned court during your assigned warm-up period.

- 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 and 2nd referees will be provided for each match.
- b. Each team **MUST** provide qualified rostered players and coaches for any work team assignments:
 - one (1) scorer,
 - one (1) scoreboard operator,
 - two (2) line judges,
 - one (1) Libero tracker, and
 - **One of the team's rostered coaches with the appropriate wristband must be present at the scorer's table for the entire match when your team is scheduled to work.**
- c. **Scorers must be competent or the team will be required to hire an official scorer 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 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.
- 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 position in the 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.

c. 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:**
 - Jerseys must be numbered in a permanent manner from 1 and 99 and duplicate numbers are not allowed.
 - Uniform numbers must be clearly visible and centered on the chest and back.
 - 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 ¾".
 - 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.

d. 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 USA Volleyball Domestic Competition Regulations available at www.usavolleyball.org.

- e. Test Rule:
- If a player is discovered in the game in either an illegal position or a wrong position, the following penalties will occur:
 - If the positional fault is discovered while the offending team is serving or before the opponent serves; all points scored during that term of service must be cancelled; the lineup will be corrected and a loss of rally will be awarded.
 - If the fault is discovered when the non-offending team is serving, the lineup is corrected and no further penalties are assessed. The non-offending team continues to serve.
 - If it cannot be determined when the fault occurred or the opponents have served, then a loss of rally is the only penalty charged. The opponents retain any points scored.
- f. Players and spectators may not have or use any form of artificial noisemaker at any time in any of the competition facilities.
- g. 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 Staff 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. Protests can only be made related to the application or interpretation of a rule. Judgement calls are NOT subject to protest.
- b. Only the floor captain may lodge a protest. The first referee is obligated to acknowledge all protests but may deny an invalid protest.
- c. 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, team representative or spectator 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.

MEDICAL

There will be athletic trainers during all hours of competition at all competition venues. If an athletic trainer determines there is reasonable cause to believe that a concussion may have occurred, such participant shall not be allowed to continue her participation in an AAU licensed event without a medical release to resume such participation.

AWARDS

a. Championship Division Awards

- AAU National Championship trophies and medals will be awarded to the top 4 teams in each age group (1st, 2nd, and two 3^{rds}). 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 (Consolation, Ruby, Diamond, Sapphire, 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 event authority **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 forfeit of their 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.
 - For the 18 and Under Divisions, thirteen All Americans and one MVP will be selected.

d. Academic All American Awards

- Nomination forms are available online at www.aauvolleyball.org. Completed forms must be submitted online. 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 BREAKING 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 uses 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 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 Set Two winner 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 Set One winner then plays the #1 seed. The Set Two winner 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.
- c) **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.
- 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 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.

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

2. 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.
- d) The #1 seed is 2nd in the pool and the #2 seed is 3rd in the pool.
- e) 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.

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.

The Championship Committee will use the following procedures and post results to the AES System. Be sure to check your final standings to find your next officiating or playing schedule.

Two-way ties will be broken by:

- Head to Head results

Three-way ties will be broken by the successive application of these steps, without repetition:

- Set Percentage (Sets won/total games played)
- Point Percentage (points scored/points opponents scored)
- Coin Toss

2019 AAU Junior Volleyball National Championships



Check-In Agreement

I, as the coach or club representative, have read and understand the following information. I will share this information with all other coaches, team representatives and chaperones for my team and within my club.

Tournament Rules

- Reviewed and understand the AAU Nationals Pre-Event Manual and Info Packet available online at www.aauvolleyball.org.
- Received the tournament rules at Team Check-In and will review this information prior to play.

Team Rosters

- The team rosters have been carefully verified at team check. I understand that once the roster is signed off on, any adjustments to the roster (including uniform number changes) must include a \$25 fee per change. No athletes may be added to the team roster after the team's first match begins.
- I understand that the team roster will be printed on the scoresheets and it is the coach's responsibility to check prior to the first match to be sure all information for the team is listed correctly. Coaches will be required to initial the scoresheet before each match to verify the roster.
- Athletes, including Liberos, must wear the same jersey number throughout the entire event. Athletes may only be on one team roster during the event, regardless of competition dates.

Tie Breakers

- In the event that there is a possible tie in my team's pool during tournament play, my team will **NOT LEAVE** until the pool play is complete and the tie breaker is confirmed with the appropriate action taken.
- I understand that if my team has left the court before pool play is complete and there is a tie, my team will **FORFEIT** in the tie breaker game.

Credentials and Wristbands

- I understand that all Coaches/Bench Personnel will receive a wristband and **MUST** wear the wristband at all times. Wristbands must be put on the wrist and worn for the duration of the tournament. Only those coaches that have the appropriate wristband and that are listed on the roster will be permitted on the team bench.
- If individuals are caught sharing wristbands, they will be confiscated and the remaining individuals will need to purchase a ticket for entrance to the Orange County Convention Center.



Print Name: _____ Signature: _____

Team Name/Club Name: _____ Date: _____



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2019 AAU Junior Volleyball National Championships



Check-In Agreement

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- I understand that if my team has left the court before pool play is complete and there is a tie, my team will **FORFEIT** in the tie breaker game.

Credentials and Wristbands

- I understand that all Coaches/Bench Personnel will receive a wristband and **MUST** wear the wristband at all times. Wristbands must be put on the wrist and worn for the duration of the tournament. Only those coaches that have the appropriate wristband and that are listed on the roster will be permitted on the team bench.
- If individuals are caught sharing wristbands, they will be confiscated and the remaining individuals will need to purchase a ticket for entrance to the Orange County Convention Center.

Print Name: _____ Signature: _____

Team Name/Club Name: _____ Date: _____



2019 AAU Girls' 18U Junior National Volleyball Championships

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4

The Zone

Fine Designs

Vendors

6

5

Champ Desk

Vendors

Trainer

Results

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