



2016 West Coast AAU Volleyball Championships
Las Vegas, NV
May 28-30, 2016





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.



2016 West Coast AAU Volleyball Championships

Team List

	Team Name	Club Name	State
12U			
1	Amazons Snack Size 12s	PRV Amazons	AZ
2	ARROWHEA 11 FUSION	CLUB ARROWHEAD	AZ
3	Arrowhead 12 Rascals	CLUB ARROWHEAD	AZ
4	Club V 12 Black EP	Club V Volleyball	UT
5	Club V 12 Red	Club V Volleyball	UT
6	Shonto 12s	Shonto starlings	AZ
7	Utah Hustle Volleyball Club	Utah Hustle volleyball club	UT
8	Vegas Aces Volleyball	Vegas Aces Volleyball	NV
13U			
1	Next Level 13s	Next Level - Affiliated with NYS Nevada	NV
2	Aces Athletics 13 Elite Dave	Aces Athletics	UT
3	AVA 13 Gold	Alliance Volleyball Academy	AZ
4	Boise 13	Boise Volleyball Club	ID
5	Club V 13 Black EP	Club V Volleyball	UT
6	Hurricanes- White	Pacific Volleyball	NV
7	Mid City 13's	Mid City VBC	CA
8	Santa Barbara Volleyball Club 13 Blue	Santa Barbara Volleyball Club	CA
9	Storm VBC Blizzard	Storm VBC	CA
10	Sunsetters	Pacific Volleyball	NV
11	Twin Falls Elite 13 National	Twin Falls Elite	ID
12	Velocity VBC 13U	Velocity VC	CA
14U			
1	Altitude 14 Vertex	Altitude	AZ
2	Amazons King Size 14	PRV Amazons	AZ
3	Amazons Queen Size 14s	PRV Amazons	AZ
4	Arizona Saguaros 14-1	Arizona Saguaros Volleyball Club	AZ
5	Aviator 14s	Aviator Volleyball Club	CA
6	BCJrs14	BC Juniors	NV
7	CLUB VOS 14U Black	C-G Club VOS	AZ
8	CLUB VOS 14U Red	C-G Club VOS	AZ
9	CLUB VOS 14U Gold	C-G Club VOS	AZ
10	Desert STARS-KING 14	Desert STARS Volleyball Club	AZ
11	Dig This VBC 14-2	Dig This! Volleyball Club	NV
12	Dig This! VBC 14-1	Dig This! Volleyball Club	NV
13	Flying Tigers	Flying Tigers	NV
14	Ha'aheo 14 Black	Ha'aheo VBC	NV
15	Hurricanes- Blue	Pacific Volleyball	NV
16	Morgan Crush Black 14's	Morgan Crush Volleyball Club	UT
17	Rise VTA 14 Blue	Rise Volleyball Club	CA
18	SAVA 14 Black	Southern Arizona Volleyball Academy	AZ
19	Shonto 14s	Shonto starlings	AZ
20	Utahlce 14/Bella	UTAH ICE VBC	UT
21	War Eagle 14	War Eagle Volleyball	AZ
22	Boise 14	Boise Volleyball Club	ID
23	Club V 14 Black EP	Club V Volleyball	UT

24	HKV 14	Eastern Idaho Volleyball Association	ID
25	Kalama Volleyball	Kalama Volleyball	HI
26	Mid City 14's	Mid City VBC	CA
27	Next Level Volleyball 14 Black	Next Level - Affiliated with NYS Nevada	NV
28	Rise VTA 14 Teal	Rise Volleyball Club	CA
29	UtahIce 14/Syd	UTAH ICE VBC	UT
30	Vegas Aces Volleyball	Vegas Aces Volleyball	NV
15U	BBCLV 15 Regional	BBC Las Vegas	NV
1	Blue Crush 15-Melissa	Blue Crush Volleyball Club	CA
2	Club V 15 Platinum	Club V Volleyball	UT
3	Club V 15 Silver	Club V Volleyball	UT
4	DC Stallions Volleyball Club	DC Stallions volleyball club	AZ
5	Dig This VBC 15-1	Dig This! Volleyball Club	NV
6	Dig This! VBC 15-2	Dig This! Volleyball Club	NV
7	IV Force 15-Kyleigh	IV Force	CA
8	Lanikai AC UTAH 15s green	LAC University	HI
9	Rise T.O. 15 Coral	Rise Volleyball Club	CA
10	Rise VTA 15 Coral	Rise Volleyball Club	CA
11	Storm VBC-15s Hurricane	Storm VBC	CA
12	TFE 15 Black	texas fierce	TX
13	Boise 15	Boise Volleyball Club	ID
14	North Peak 15-Treva	North Peak Volleyball	UT
15	Rise T.O. 15 Blue	Rise Volleyball Club	CA
16	UtahIce 15/Marvett	UTAH ICE VBC	UT
17	Velocity VBC 14U	Velocity VC	CA
18	Velocity VBC 14U-2	Velocity VC	CA
19			
16U	North Peak 16-Dixie	North Peak Volleyball	UT
1	Arizona Saguaros 16-1	Arizona Saguaros Volleyball Club	AZ
2	ARVC 16N3 Ikaika	Albuquerque Rebels Volleyball Club	NM
3	Aviator 16 Aces	Aviator Volleyball Club	CA
4	BBCLV 16 Regional	BBC Las Vegas	NV
5	Blue Crush 16-Bryan	Blue Crush Volleyball Club	CA
6	Club V 16 Platinum	Club V Volleyball	UT
7	CLUB VOS 16U Black	C-G Club VOS	AZ
8	CLUB VOS 16U Gold	C-G Club VOS	AZ
9	CLUB VOS 16U Red	C-G Club VOS	AZ
10	Dig This VBC 16-2	Dig This! Volleyball Club	NV
11	Dig This VBC 16-3	Dig This! Volleyball Club	NV
12	Dig This! VBC 16-1	Dig This! Volleyball Club	NV
13	force 16-1	Desert Valley Volleyball Club	AZ
14	IV Force 16-Heather	IV Force	CA
15	Kootenai Elite 16 Gold	North Idaho Thunder Volleyball U13G	ID
16	MiniCassiaUnited	Mini Cassia United	ID
17	Next Level Volleyball 16 Black	Next Level - Affiliated with NYS Nevada	NV
18	Notorious DIG	Notorious Dig	CA
19	SAVA 16 Black	Southern Arizona Volleyball Academy	AZ
20	SAVA 16 Orange	Southern Arizona Volleyball Academy	AZ
21	Shonto 16s	Shonto starlings	AZ
22	Vegas Aces 16 Black	Vegas Aces Volleyball	NV
23	VXS - 16s	Vegas Xtreme Sports	NV
24	White Tank Mountain VC 16N	White Tank Mountain Volleyball Club	AZ

25	WSW-Stacy	WSW VC	ID
26	ARROWHEAD 16 NIKE	CLUB ARROWHEAD	AZ
27	BBCLV 16 Black	BBC Las Vegas	NV
28	Boise 16	Boise Volleyball Club	ID
29	CC 16 Black	Club Canyon Volleyball	ID
30	Kaizen 16s	Kaizen Volleyball Club	HI
31	NVJRS 16s Black	Nevada Jrs.	NV
32	TFE 16U Black	texas fierce	TX
33	Utahlce 16/Shauna	UTAH ICE VBC	UT
34	Velocity VBC 16U	Velocity VC	CA
35			
17U	Amazons Queen Size 16s	PRV Amazons	AZ
1	Arizona Sagueros 17-1	Arizona Sagueros Volleyball Club	AZ
2	Az Heat 17	Az Heat VBC	AZ
3	Boulder City VBC	Boulder City VBC	NV
4	Club V 16 Silver	Club V Volleyball	UT
5	Desert STARS-King 17	Desert STARS Volleyball Club	AZ
6	Desert STARS-Yuma 17	Desert STARS Volleyball Club	AZ
7	Extreme	No Limits Volleyball Club	CO
8	Ha'aheo 17 Black	Ha'aheo VBC	NV
9	LVVC	LVVC	NV
10	SAVA 17 Black	Southern Arizona Volleyball Academy	AZ
11	Southern Oregon Liberty Volleyball Club	Southern Oregon Liberty Volleyball Club	OR
12	Utah Bounce 17	Utah Bounce Volleyball Club	UT
13	Wasatch United	Wasatch United	UT
14	Amazons King Size 16	PRV Amazons	AZ
15	Boise 17	Boise Volleyball Club	ID
16	Club Fusion 17-Box Elder	Club Fusion-Box Elder	UT
17	Storm VBC-17s Tsunami	Storm VBC	CA
18	Velocity VBC 17U	Velocity VC	CA
19	Elevate Elite Utah 17	Elevate Volleyball Club	UT
20			
18U	Blue Crush 18s - Kim	Blue Crush Volleyball Club	CA
1	Club V 18 Grey	Club V Volleyball	UT
2	CLUB VOS 18 Black Tsunami	C-G Club VOS	AZ
3	Desert STARS-EVT 18	Desert STARS Volleyball Club	AZ
4	Dig This! VBC 18-1	Dig This! Volleyball Club	NV
5	IV Force 18-Kim	IV Force	CA
6	LV Smash 18s	LV Smash Volleyball Club	NV
7	Riverton Slam N Jam	RVC	WY
8	Shonto 18	Shonto starlings	AZ
9	VXS - 18	Vegas Xtreme Sports	NV
10	Wyo Mixed	Wyo Mixed	WY
11	BBCLV 18 Black	BBC Las Vegas	NV
12	NVJRS 17s Black	Nevada Jrs.	NV
13	Utah Storm	Utah Storm	UT
14	Utahlce 18/Airial	UTAH ICE VBC	UT
15			

2016 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 Westgate Las Vegas Resort.

3000 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 3^{rds}). 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

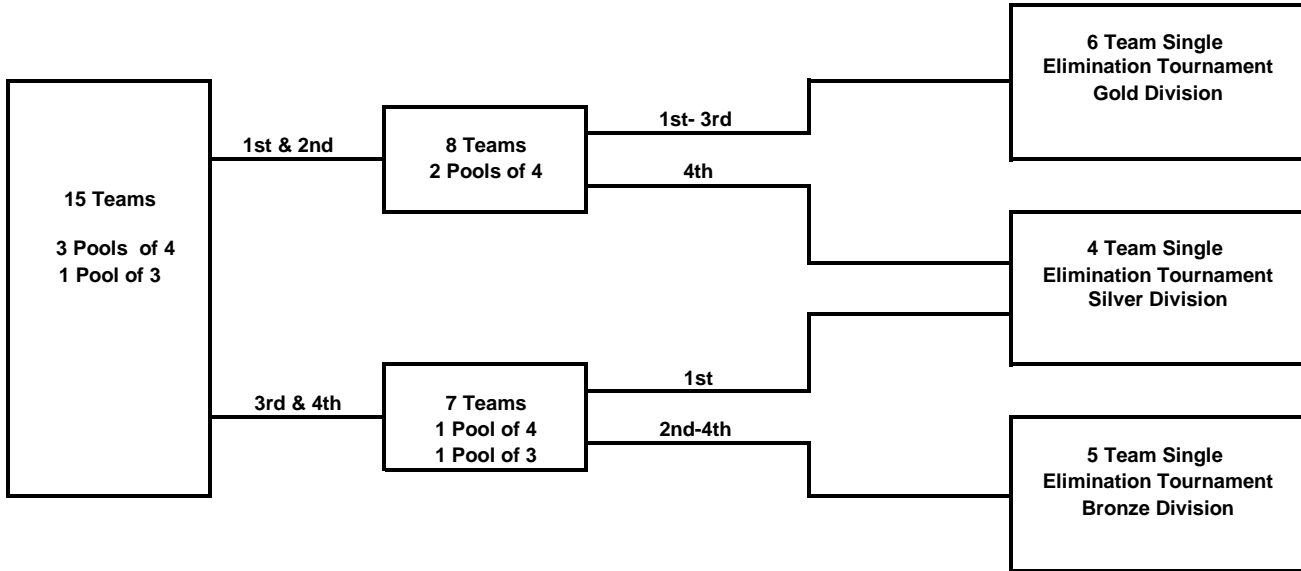


2016 AAU WEST COAST CHAMPIONSHIPS
18 and Under Division - 15 Teams

SATURDAY

SUNDAY

MONDAY

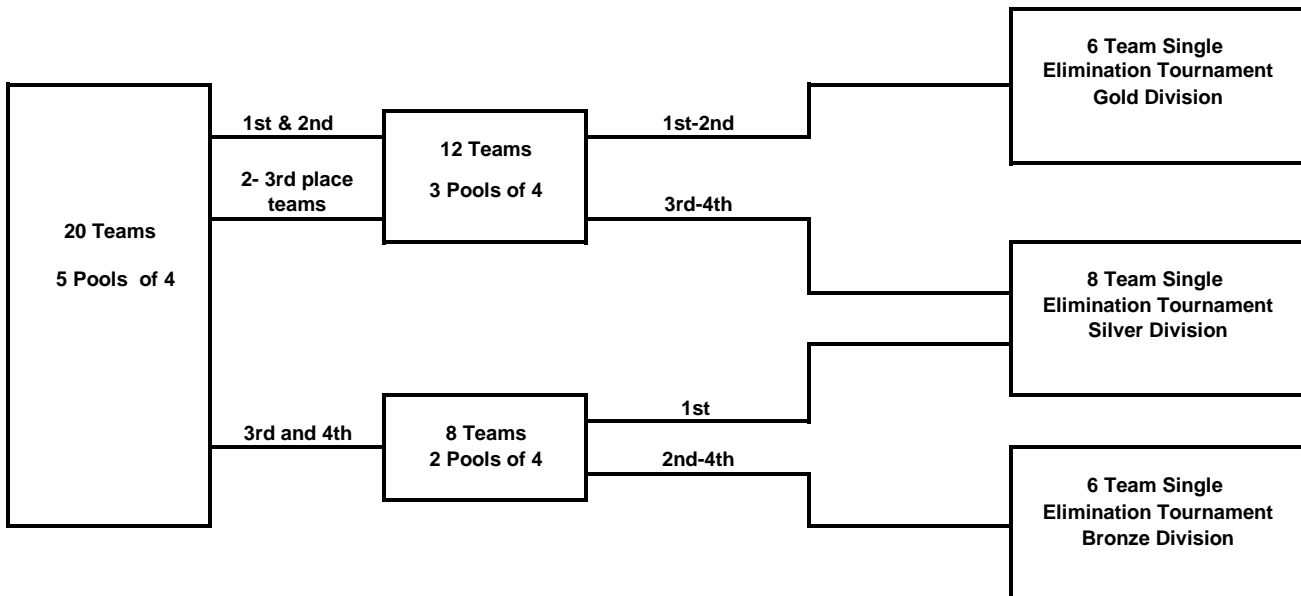


2016 AAU WEST COAST CHAMPIONSHIPS
17 and Under Division - 20 Teams

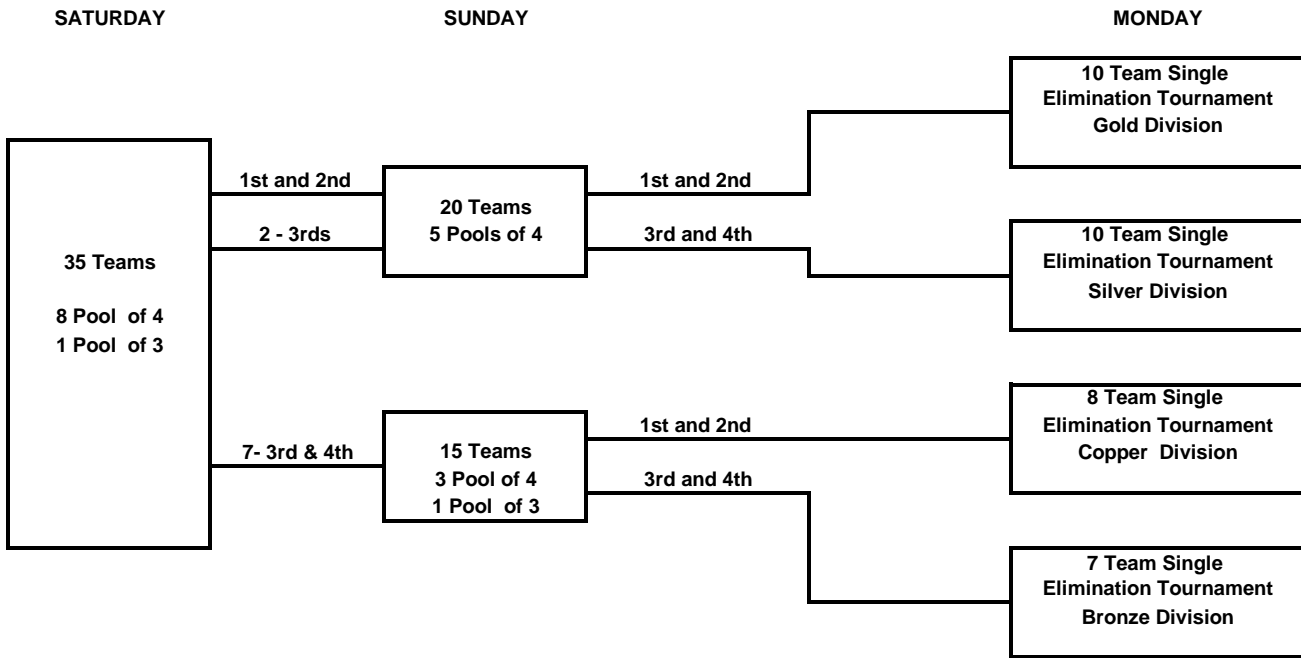
SATURDAY

SUNDAY

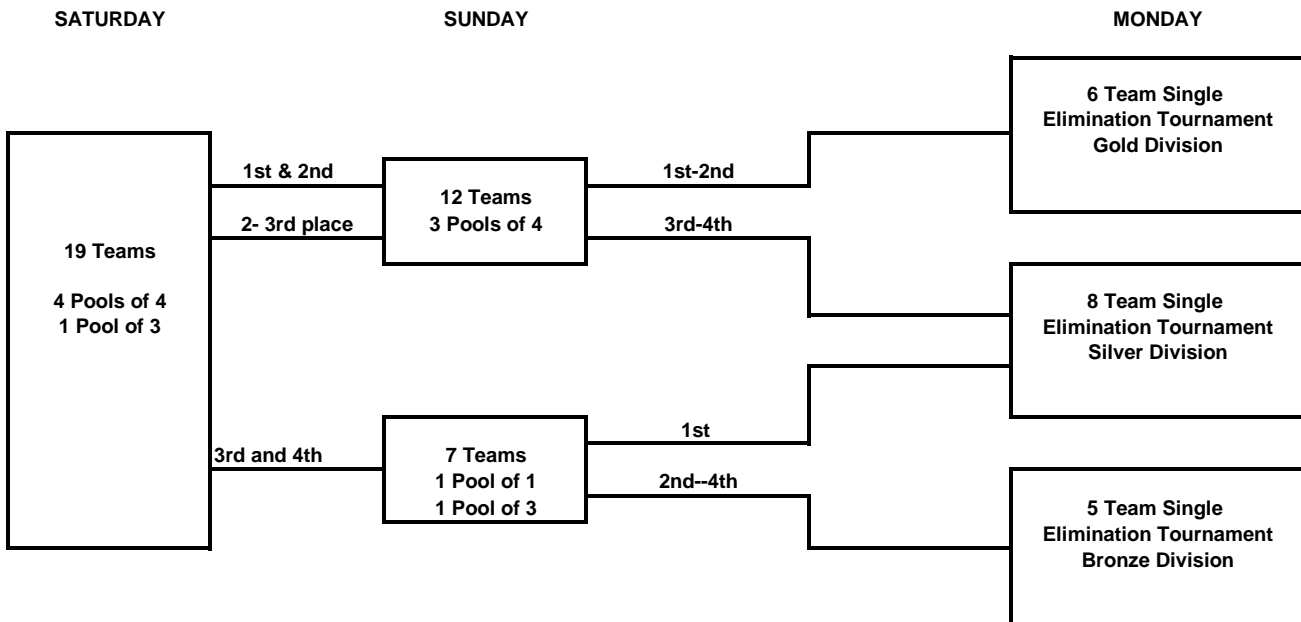
MONDAY



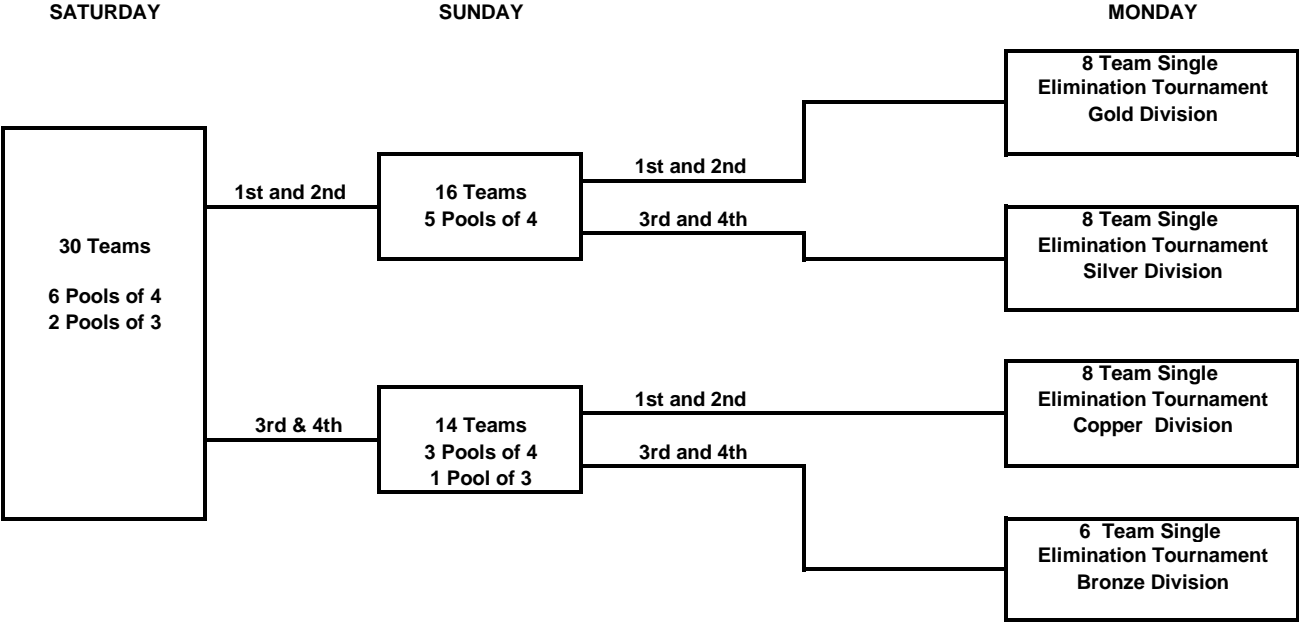
2016 AAU WEST COAST CHAMPIONSHIPS
16 and Under Division - 35 Teams



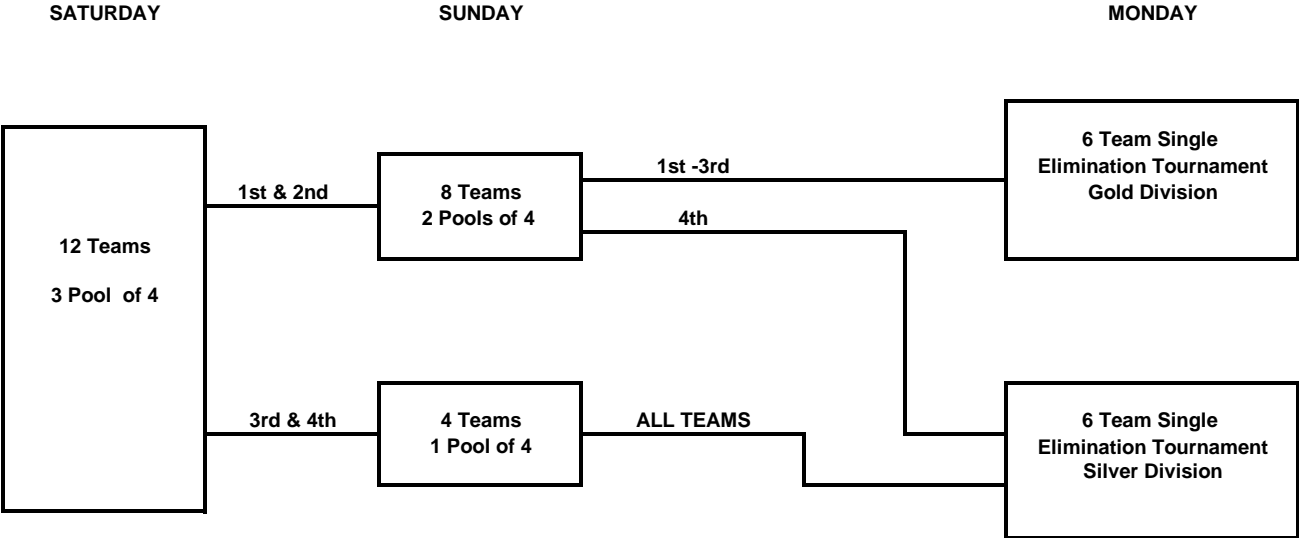
2016 AAU WEST COAST CHAMPIONSHIPS
15 and Under Division - 19 Teams



2016 AAU WEST COAST CHAMPIONSHIPS
14 and Under Division - 30 Teams



2016 AAU WEST COAST CHAMPIONSHIPS
13 and Under Division -12 Teams

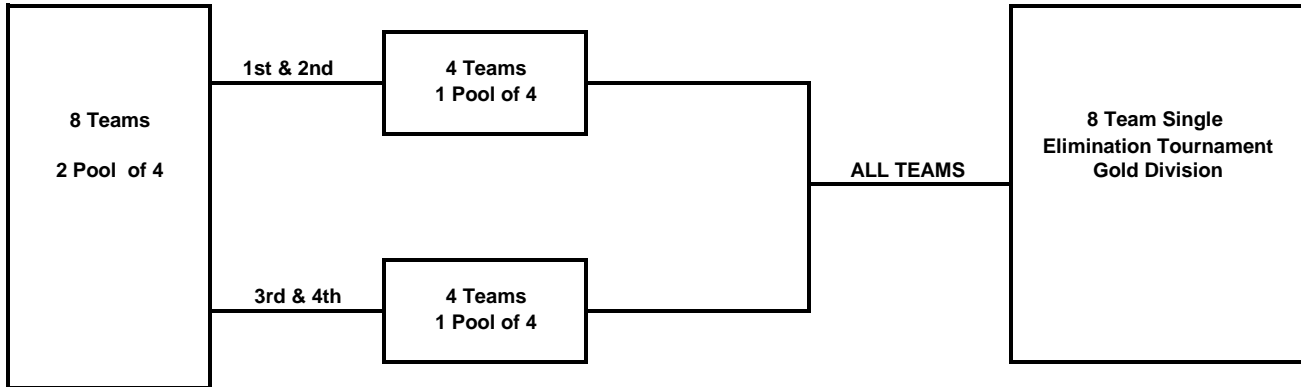


2016 AAU WEST COAST CHAMPIONSHIPS
12 and Under Division - 8 Teams

SATURDAY

SUNDAY

MONDAY



**PROUD TO BE THE
OFFICIAL VOLLEYBALL
OF THE**



SV5W-GOLD Premium Leather Vollebyall
(Scarlet/White/Navy)