

51st AAU Boys Junior National Volleyball Championships Orlando, FL – June 30-July 7, 2024





*****This document is subject to change*****

**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 TIE- BREAKER MATCH FOR THEIR POOL BEFORE LEAVING THE COURT.

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.

- In 5-team pools, there will be a scheduled break between matches 3 and 4, since work teams have to work two courts and there are no breaks otherwise.
- In larger pools (6-8 TEAMS), pool play matches will be played over multiple 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, in a division with 4-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.
- In 3-team pools without a crossover opportunity, 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. There will be no auto 3 sets at the AAU National Championships.

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. 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 court until all matches in your pool are completed and the pool standings are finalized and displayed on the AES Tournament Reporting System. The Championship staff is not responsible for notifying teams in the event a tie-breaker is required.

PLAYING SITE

Orange County Convention Center - North/South Concourses (9400 Universal Boulevard, Orlando, FL 32819)

Spectator entrances will be on the North and South Concourses. In addition to these entrances, rostered members will have designated entrances at the North and South concourses. Doors open at 6:30am daily. All coaches and spectators must present IDs with their ticket QR codes the first time they enter, in order to receive their daily wristband.

A special daily parking rat/ event pass is available during the event. You must save your receipt for re-entry. Overnight parking is not allowed in any OCCC operated lots. Parking is available in the North Lot, South Lot, Destination Parkway Garage, and the Destination Parkway lot. Take advantage of the shuttle service from the Destination Parkway Garage. Shuttles will run all day beginning at 6:00am and will drop off at the North and South entrances.

Large crowds are expected at the Convention Center. Please allow for extra time for travel and parking. For the North/South Halls, event traffic should use Beachline Expressway (SR 528) 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

****All bench personnel must have valid AAU membership****

- a. A Coach or Team Representative must verify at Team Check-In that all information is correct including:
- Players (maximum of 15) 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.
**** NEW ** Players may no longer play in multiple sessions. Players may only participate with one team at National Championships.**
 - Coaches/Bench Personnel (maximum 3) are all listed correctly. **** NEW ** Coaches must be 16 years of age or older. A team must have a rostered adult on the bench at all times when the head coach is under 18.**
 - Only Coaches/Bench Personnel (maximum 3) may be listed and sit on the team bench during play. Coaches/Bench Personnel must wear the appropriate wristband in order to be on the team bench.
 - 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/visit. (No cash will be permitted) **No players may be added to the team roster after the team's first match begins.**
 - Coaches will be required to present roster to officials before each match to be verified. The team roster will be provided at team check-in. It is the coach's responsibility to verify the roster is correct. In the event your roster is misplaced, a new one may be printed at the championship desk roster change area for a \$5 fee.
- b. Coach/bench personnel will receive a QR Code in their emails for entry. Wristbands will be distributed to each individual coach at Ticketing (**Bag Tags are not a form of entry for coaches. Players must have a bag tag for entry**). Coaches/bench personnel wristbands **MUST be worn on the 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 during competition. Coaches without the proper wristband will be required to purchase an admission ticket. Wristbands are non-transferable and for the designated individual only. Wristbands will be confiscated upon any misuse and the individual in violation may be asked to leave the event. Athletes must be in uniform and enter through the designated athlete/team entrance to gain admittance.
- c. Matches will not be delayed due to a roster issue. If a team does not have enough eligible players present at match time due to a roster issue, forfeit procedures will be applied.
- **Once a team plays 1 point in their first set, no players may be added to their roster.**
 - If a player is not on the roster, that player may not participate until the roster is corrected and the \$25 change fee paid and only if it is PRIOR to the team's first match of the event.
 - If a player is on the roster but is found in an incorrect number, that player is ineligible until the number has been changed and the \$25 change fee paid at the Championship Desk Roster Change area. No other penalty will be assessed.
 - A player found not to be on a roster of a team that has already played will be declared ineligible and all matches in which the player participated in that 'wave' will be forfeited.
 - While match officials are required to check team rosters prior to play, it is not the match officials' responsibility should a coach not notice a roster discrepancy.
- d. **NEW: This is a reminder to all clubs that players are only allowed to compete in one wave at the 2024 AAU Junior National Boys and Girls Volleyball Championships. Given that this event is a singular national championship, the decision to restrict players to one wave aims to ensure equitable opportunities for all participants and prevent any perceived advantages. This approach helps maintain the integrity of the competition and fosters a level playing field for all involved. The decision to implement the rule was made in response to widespread requests from club directors across the country, aiming to uphold fairness and integrity in the championship process. While we understand it may pose challenges, we believe it ultimately benefits the sport and its participants in the long run.**

TIE BREAKING PROCEDURE

TIE BREAKING FORMAT FOR COMPETITION ADVANCING TO THE CHAMPIONSHIP DIVISION

General Guidelines for all Ties

- **Tie Breaker sets will only be played when a team may be eliminated from the Championship Division. All other ties will be broken by sets and point percentage.**
- **TIES EXIST WHERE TEAMS ARE TIED BY MATCH PERCENTAGE.**
- **IT IS THE COACH'S RESPONSIBILITY TO KNOW IF A TIE BREAKER WILL BE HELD FOR THEIR POOL. DO NOT LEAVE THE COURT UNTIL YOUR POOL IS COMPLETED AND FINISHES HAVE BEEN POSTED FOR THE POOL. If a tie breaker set is needed, the referee will return with the scoresheets for needed sets.**
- All tie breaker sets will be one 15-point set, win by two, teams will not switch sides, unless the Championship staff decides there is a competitive advantage to one side of the court. Before the tie breaker, there will be a 6-minute (3-minutes per team) warm up period.
- In the event of a tie breaker: Upon the arrival of the tie breaker scoresheet(s) at the court, any team not present and complete courtside will be eliminated from the tie breaker and assigned the lowest position available within the tie.
 - If one team is missing in a 3-way tie, that team takes the last place in the tie breaker. The other two teams will play one set to 15 to determine their future seeding.
 - If two teams are missing in a 3-way tie, the team who is present takes the top seed, the missing teams will be seeded head-to-head.
 - If more than two teams are not present, the missing teams will be seeded by point percentage.

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

- The team that won the pool play match between the two teams tied in match record (head-to-head) will be the higher seed – there will be **NO TIE BREAKER SET**. 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 to the Championship division 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. Set percentage
 2. Point percentage (a team's total points scored divided by total points scored against them in that pool).
 3. If teams remain tied, a Coin Toss will determine seeding.
- 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. Set percentage
 2. Point percentage (a team's total points scored divided by the total points scored against them in that pool).
 3. If teams remain tied, a Coin Toss will determine seeding.
- 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 TIE-BREAKER SETS.**
- b) With all three teams advancing, the seed will be determined by:
 1. Set percentage
 2. Point percentage (a team's total points scored divided by the total points scored against them in that pool).
 3. If teams remain tied, a Coin Toss will determine seeding.

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. Set percentage
 2. Point percentage (a team's total points scored divided by the total points scored against them in that pool).
 3. If teams remain tied, a Coin Toss will determine seeding.
- 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. Set percentage
 2. Point percentage (a team's total points scored divided by the total points scored against them in that pool).
 3. If teams remain tied, a Coin Toss will determine seeding.
- 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 pool with four teams advancing and a four-way tie in match AND set record for 1st

- a) **NO TIE BREAKER SETS.**
- b) With all four teams advancing, the seed will be determined by:
 1. Set percentage
 2. Point Percentage (a team's total points scored divided by the total points scored against them in that pool).
 3. If teams remain tied, a Coin Toss will determine seeding.

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. Set percentage
 2. Point Percentage (a team's total points scored divided by the total points scored against them in that pool).

3. If teams remain tied, a Coin Toss will determine seeding.
- 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.

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. Set percentage
 2. Point percentage (a team's total points scored divided by the total points scored against them in that pool)
 3. If teams remain tied, a Coin Toss will determine seeding.
- 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 4th

- a) **All four tied teams** will participate in the tie breaking process.
- b) The teams will first be seeded by:
 1. Set percentage
 2. Point percentage (a team's total points scored divided by the total points scored against them in that pool).
 3. If teams remain tied, a Coin Toss will determine seeding.
- 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.

FOR COMPETITION NOT LEADING TO THE CHAMPIONSHIP DIVISION:

There are **NO TIE BREAKER 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 and four-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

WARM-UP & BALL HANDLING

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

- a. There will be no shared hitting during warm-ups.
- 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 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.**
- g. **NO WARMUP BALLS WILL BE PROVIDED**

OFFICIATING RESPONSIBILITIES

- a. Certified 1st referees will be provided for each match. When possible, an R2 will also be provided.
- b. Each team **MUST** provide qualified rostered players or rostered adults for any work team assignments:
 - one (1) scorer,
 - one (1) scoreboard operator,
 - two (2) line judges,
 - one (1) libero tracker,
 - *and in some instances one (1) 2nd referee (rostered adult)
- 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 **no** members are present at the start of warmups AND/OR **all** members of the officiating crew are not in attendance at the end of the warm-up period.
- e. A rostered adult must be present at the work table throughout the entire match.
- f. For each minute the work team is not complete (including a rostered adult), the team will be assessed a penalty point, up to a maximum of 25 points in their next set.
- g. 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 (playing 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. Teams will not switch sides in between sets unless the Championship Committee decides there is a competitive advantage on that court.
- b. ****NEW**** In the spirit of good sportsmanship and to facilitate the timeliness of starting the subsequent match, AAU will suspend the handshake procedure at the **END** of the match. Handshakes will still occur at the beginning of the match when the first referee signals the two teams onto the court. Please join us in facilitating this new procedure.
- c. 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.
- d. Teams in all divisions may use Libero players.
 - Each team may designate up to two liberos.
 - Both liberos may be changed at the start of 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 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.
- e. 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. If a number needs to be changed, the number can be changed at Championship, with a \$25 fee. 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 such as purple/black, dark green/black, navy/black, navy/maroon, white/light yellow are examples of combinations that 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.
 - Bottoms can be different types but must be the same color.
 - Uniform Numbers:
 - Jerseys must be numbered in a permanent manner from 1 to 99 and duplicate numbers are not allowed.
 - Uniform numbers must be clearly visible and centered side-to-side 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 $\frac{3}{4}$ ".
 - 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.
- f. Serving:
- **NEW** For 14-and-under age groups: A service tossing error occurs after a server tosses a ball, but then catches it or allows it to fall to the floor. The referee will authorize a new service and the server must execute the serve within 8 seconds. A service tossing error is permitted for each service.**
 - **NEW** The head coach and one assistant coach may give instructions to players on the court while standing or walking within the free zone in front of his/her team's bench from the extension of the attack line up to and including the warm-up area, without disturbing or delaying the match. The coach must not obstruct the view of the line judges. (Rule 5.2.3.4/5.3.1)**
- h. 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 (including 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.
- i. 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.
- j. Players and spectators may not bring and use any portable music, boomboxes, and wireless speakers into the facility. Excessive noise makers may also be limited by the Championship staff if it becomes disruptive to the event.**
- k. If a match is moved to another court for any reason, the match will resume at the current score at the time of interruption. 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 fifteen (15) 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 15 minutes provided the 2 competing teams, the assigned work team, the officiating team, officials and tournament staff all agree.
- d. **No Handshake:** In the spirit of good sportsmanship and to facilitate the timeliness of starting the subsequent match, AAU will suspend the handshake procedure at the END of the match. Handshakes will still occur at the beginning of the match when the first referee signals the two teams onto the court. Please join us in facilitating this new procedure.

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 tie-breaker, 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. Once the tie-breaker scoresheet arrives at the court, the warmups will begin immediately. Any teams not present or incomplete at that time will forfeit their position in the tie-breaker, 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 or failure to apply the correct penalty or sanction or scoring discrepancy. Judgment calls are NOT subject to protest. No protests may be lodged once the next serve has been made, including post-match.
- b. The floor captain or coach may lodge a protest. The coach is not permitted to cross the court and should lodge their protest with the R2.
- c. The first referee is obligated to acknowledge all protests but may deny an invalid protest.
- d. The Protest Committee will consist of: (1) a Tournament Director or Event Staff and (2) two Lead Officials, when available.
- e. ****NEW**** Judgement decisions are NOT subject to protest. A protest related to a judgement decision may result in a penalty (red card) being assessed to the coach.

MISCONDUCT

AAU has a zero-tolerance policy regarding poor behavior or misconduct by coaches, teams, spectators or staff. The policy can be located on the AAU website. It is the team's responsibility to control the behavior of their staff, players and spectators at all times. Championship staff maintains the right to remove teams from the tournament for excessive behavior issues.

Any player, coach, team, or spectator that is disqualified, expelled, or displays excessive unsportsmanlike or unethical behavior, or inappropriate conduct will be reviewed by the Championship Committee for possible further action. This could include removal from the playing site for the remainder of the day up to total disqualification for the remainder of

the tournament.

MEDICAL

There will be athletic trainers during all hours of competition at the competition venue. 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. There are new injury ice stations available in the North/South located near an exit on the competition floor.

AWARDS

b. Championship Division Awards

- The medals and team trophies for the top 4 teams in the Championship division as well as the individual athlete awards will be presented during an Awards Ceremony held immediately following the conclusion of the championship final for each age division at the award stage in the North Hall at the Orange County Convention Center. **Starting in 2024, no awards may be picked up early. If your team cannot attend the award ceremony at the conclusion of your bracket, the award will be mailed.**

c. Other Division Awards

- In other brackets (i.e. Tier 1, Tier 2, etc.), the 1st place team will receive a team award at the conclusion of that bracket's final match. Teams shall report to the designated awards area in the North Hall near court #13 to receive the awards. **Starting in 2024, no awards may be picked up early. If your team cannot attend the award ceremony at the conclusion of your bracket, the award will be mailed.**

d. All-American Awards and the Most Valuable Players

- The All-American Awards were 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 will be selected from the Championship team.
 - 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 All-American Recognition Honors.
- Each team in the 12 & 13's divisions reaching the semifinal round and in the quarterfinal rounds for 14-18s divisions will self-select their teams' All-American recipients. Nomination forms will be distributed to teams reaching the appropriate round for their division. The form **MUST** be turned in per the instructions on the form.
 - For 12U & 13U divisions, 8 All-Americans and one MVP will be selected.
 - For divisions 14U-18U, 13 All-Americans and one MVP will be selected.

Awards for All-American and Most Valuable Player will be awarded immediately following the Championship match in each age group, along with team awards.

e. 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.

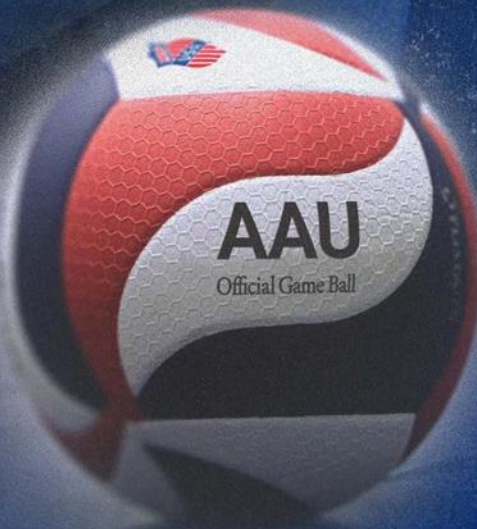
TRAVEL DAY AND WORK ASSIGNMENTS

In scheduling travel, please make sure you allow time on the final day to compete in all your matches and to work the next match following your final loss of the day. In most cases, teams will work the match following a loss and teams must fulfill that responsibility for the event to complete successfully. Championship staff will not be able to relieve you of your responsibility. We recommend flights not be booked prior to the day following the Championship match but if teams must leave on the last day of their session, it is recommended flights not be booked before 8 p.m. Early flights do not serve as a reason to avoid your final work assignment after losing on the final day of play. All teams must complete their obligation following their final loss if scheduled.

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