

EVERGREEN REGION
USA VOLLEYBALL
TOURNAMENT PROCEDURES
HANDBOOK
2004-2005



Eastern Washington, Northern Idaho, and Montana

Updated September 2004

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Hosting An Event

Tournament Directors' Meeting

The Evergreen Region (EV) YJOV Director, Tournament Coordinator, and Chair Of Officials (or designee) will meet with Tournament Directors for a scheduling/policy meeting in the fall. This meeting will be held for the purposes of:

- creating the first draft of the tournament schedule
- reviewing/revising tournament procedures and requirements

The location of the meeting will be announced in advance on the region website. Any new people or clubs that would like to host a tournament should attend the scheduling meeting and/or contact the EV Tournament Coordinator for scheduling information. If a Tournament Director cannot attend the meeting, he/she may:

- elect to send another representative to the meeting
- send the pertinent information of the tournament(s) with the appropriate sanctioning fee(s) and deposit to the EV Region Tournament Coordinator, prior to the meeting.

Facilities

Court Clearance Rule 1.1.1 of the current USAV Rule Book recommends a minimum 2m (6'6") clearance around each court. Therefore, with adjacent courts, the clearance between the two courts should be 4m (13'). Also, the playing surface is free from obstructions to a recommended height of 7m (23') from the playing surface.

Equipment/Padding Proper net equipment is essential for safety. The Evergreen Region has established a policy that all net poles and referee stands must be padded to a minimum height of at least 1.7m (5'6') from the floor with at least 1.25 cm (1/2") thick, resilient, shock-absorbing material. This policy includes padding for all connecting hardware for the net systems.

Certificate of Insurance Most schools require a renter/user to provide some type of insurance to use the facility. The Evergreen Region, through USA Volleyball, provides teams, clubs, and individuals with insurance coverage for sanctioned volleyball activities. There is no cost for this insurance. If a club director has not already submitted information to acquire a certificate of insurance, he/she must do so by contacting the region office.

Other insurance information is addressed in the Participants' Handbook.

IMPACT Clinics

Tournaments will not be scheduled on IMPACT Clinic dates within the same area.

Priority of Scheduling Tournaments

The Evergreen Region has established a priority ranking for scheduling tournaments. Priority order is:

1. Clubs/Tournament Directors requesting the same dates for their tournament as it was held in prior years, as long as the tournament director has followed the procedures as outlined in this handbook. (This applies to the first tournament request only. Additional tournaments will not have priority.)
2. Clubs/Tournament Directors requesting new or different dates than a tournament in a prior year with consideration to geographic balance in tournaments on one weekend, and number of tournaments hosted by the TD vs. other TD's wanting to host a tournament.
3. New Clubs/Tournament Directors

All Tournament Directors must be registered and in good standing with the Evergreen Region. Tournament Directors with a history of tournament problems may not be allowed to host tournaments until problem areas are resolved.

Application to Host a Tournament

1. At the Fall Tournament Directors' meeting, the first tournament schedule will be assembled.
2. For all subsequent tournament approval requests, the Evergreen Region Tournament Coordinator must receive all sanction requests **at least six weeks prior** to the scheduled date of the event.
3. If the request is not received within that time frame, your request may not be approved.
4. At the time of request, two checks must be submitted with the application form:
 - A check for the Approval/Sanction Fee, which is equivalent to \$2.00 per team. For example, if you want to run a 3 court 12 team tournament, your Approval Fee will be \$24.00.
 - o On the day of the tournament, if the event has less than the maximum entries allowed, the difference in the sanction fee WILL NOT be refunded.
 - o If an approval has been granted for additional teams, the additional Approval Fee MUST BE PAID. If the additional fee is not paid, the \$50.00 deposit will be forfeited, and no additional tournament approvals will be granted until another \$50.00 deposit is submitted. **Please see #5 in this section.**
 - The second check is a refundable deposit in the amount of \$50.00. This check not be cashed if the following criteria are met:
 - a. tournament results were submitted to the EV Tournament Coordinator as outlined below, **and**
 - b. the tournament has been held in accordance with the proper format and guidelines outlined in this handbook, **and**
 - c. the list of entered teams was submitted to the Tournament Coordinator **AT LEAST 2 WEEKS** prior to your tournament, **and**
 - d. the list of entered teams included their 11-digit codes AND in which age division the teams will be playing (The 11-digit codes are available on the website and if one is not listed, please contact the region office.)

One deposit check is sufficient for the entire season regardless of how many tournaments you host, unless it is forfeited due to non-compliance with the requirements of the approval. In that event, you will be required to post another \$50.00 deposit or your future tournaments will be cancelled.

- **The Approval/Sanction fee check received before January 1st will not be deposited until January 1st. Checks received after January 1st will be deposited immediately upon receipt.** Please contact the Tournament Coordinator if there are questions.
- 5. **INCREASE IN THE NUMBER OF TEAMS IN AN APPROVED TOURNAMENT IN EACH AGE BRACKET WILL NOT BE ALLOWED UNLESS PRIOR APPROVAL HAS BEEN OBTAINED FROM THE EV TOURNAMENT COORDINATOR.** Approval for increase in teams will not be granted unless requested **10 days prior** to the event date. This policy allows for proper staffing at EV-approved tournaments. Please contact the EV Tournament Coordinator, and the Officials' Assignor if you believe your situation warrants special consideration.
- 6. Approval or denial of the application will be returned to the Tournament Director/Host (Applicant) within five working days of receipt by the EV Tournament Coordinator.
- 7. The minimum number of teams for a one-day tournament in one age bracket shall be four (4), unless previously approved otherwise. The maximum shall be thirty-two (32) teams, with the appropriate number of courts.

Accepting Entries

Entries can be accepted ONLY AFTER the tournament is approved, and ONLY AFTER the date set by the Tournament Coordinator and YJOV Director. Tournament Directors who accept entries without receiving prior approval of their tournament as discussed above will be subject to disciplinary action including, but not limited to:

- the loss of their deposit
- cancellation of their tournament
- suspension from hosting future tournaments.

****FULL TOURNAMENTS:** Tournament Directors shall immediately notify the EV Tournament Coordinator when their tournament is full to facilitate the scheduling of additional tournaments.**

Tournament Schedule

The tournament schedule will be posted on the website, www.evergreenregion.org.

Teams Entering Tournaments

Teams entering tournaments must provide the following to the Tournament Director:

- entry fee
- roster with Evergreen Region registration numbers (**A roster without numbers may be submitted initially until a team's registration process is complete. A current roster MUST be re-submitted AT LEAST 3 WEEKS prior to the tournament.**)
- Tournaments fill quickly. Teams are advised to contact Tournament Directors as soon as the schedule is approved and published to get information about initiating the entry process. If a Tournament Director does not receive payment within seven (7) days of receiving a call/e-mail to reserve a spot(s) for your team(s), he/she has the right to move your team(s) to the waiting list. If this occurs, the Tournament Director must notify the team(s) by that seventh day.

Waiting List: Tournament Directors may maintain a waiting list of teams who want to enter their tournament under the following restrictions:

- the waiting list may not contain more than 50% of the number of teams applied for
- or**
- six (6) teams, whichever is less.

In the event a tournament is cancelled, entry fee checks shall be returned to the teams **within 5 business days** of the scheduled date for the tournament.

Non-Evergreen Region Teams

Teams from outside the Evergreen Region may enter tournaments. It is the responsibility of the Tournament Director to ensure that those teams are registered with the region they are from, and that an entry fee and roster is submitted before the team is allowed to enter the tournament.

CANADIAN TEAMS: Canadian teams that want to play in Evergreen Region tournaments are also welcomed, except for events that award bids to the YJOV Championships. The following requirements apply to teams from Canada:

- The team, players, and coaches must be registered with the Canadian Volleyball Association or a USAV Region.
- The team must have documentation for the following
 - o The coach has attended a CVA-approved Referee AND Scorekeeping clinics.
 - o At least 2 players from the teams have attended a CVA-approved Referee AND Scorekeeping clinics.
 - If the teams do not have trained officials, the fee for referees will be \$15 each (R1 and R2) per match and the fee for a scorekeeper will be \$10 per match. Any referee (adult) or scorekeeper (adult or player) who has attended an Evergreen Region sponsored clinic may perform in this capacity for these teams.
 - o A travel voucher must be on file in the Evergreen Region office before they can compete. The same policy applies to Evergreen Region teams wanting to play in Canada; a travel voucher must be on file with their Regional Volleyball Association.

Refunds for Tournament Entry Fees

Teams that give **at least** ten (10) working days notice to the Tournament Director of withdrawal:

- Entry fee will be refunded IF a replacement team is available. If no teams are available, the entry fee will NOT be refunded.

Teams that give **less than** ten (10) working days notice:

- Entry fee will NOT be refunded.

It is the responsibility of the Tournament Director to document which teams have entered their tournament, when they entered, their entry fee is paid, and their roster is complete.

Pre-Tournament Duties

Publicizing Your Event

After your event has been approved and sanctioned by the Evergreen Region Tournament Coordinator, the Region will publish a tournament schedule on the Evergreen Region website and the Evergreen Region Exchange newsletter. Any other publicizing of your tournament is up to the Tournament Director.

Staffing your Event

Day Official. All Evergreen Region sanctioned tournaments must be staffed with a paid, non-playing, non-coaching Day Official. This Day Official will be assigned by the Evergreen Region Chair of Referees or designee. The Tournament Director can request a specific Day Official be assigned, however, the Evergreen Region does not guarantee that the request will be honored.

Day Official Fees	National Referee	\$100.00/day
	Jr. National Referee	\$95.00/day
	Regional Referee	\$85.00/day

Mileage is paid at **\$0.30 per mile** for Day Officials that must travel **more than 25 miles one way** to get to the event. Mileage is paid for round trip miles between the official's home and the event site provided the official uses his/her personal vehicle to get to the site. Those officials within 25 one-way miles from the site are not reimbursed for mileage.

The Day Official shall be paid immediately following the Championship Playoffs or earlier if you so chose. Payment **shall not** be mailed to the Day Official after the event.

Day Official Staffing Requirements

One Day Official is required for **each** tournament. However, more than one Day Official is required in the following circumstances:

- A. More than 24 teams at one site, a second Day Official will be required all day and they shall be paid at the rates noted above.
- B. More than one classification/age group at one site with less than 24 total teams AND finals scheduled at the same time, an additional official will be brought in for each final. Officials brought in to referee a final match shall be paid \$20.00 per match, AND will be reimbursed for mileage at \$0.30/mile.
- C. Remote courts without direct, convenient telephone contact, AND more than two minutes walking distance between sites will require a second Day Official who shall also be paid at the rates noted above.
- D. Two-day events require a paid Day Official for each day of the tournament

Observers. The Evergreen Region provides Observers for tournaments scheduled in January and February. The role of the Observer is to provide feedback and comments on the officiating-refeing and scorekeeping to the players and coaches in the tournament. Observers are assigned by the Evergreen Region Chair of Referees or designee and the fees for the Observers are paid for by the Evergreen Region. There is no financial obligation from the Tournament Director for the observers assigned to your event.

Site Manager. A non-playing, non-coaching, non-officiating site manager **must** be available at each site for the entire duration of the tournament. The duty of the site manager is to administer the tournament (including posting pool play and playoff results, gathering up the final results of all playoffs, and making sure the final results are communicated to the Tournament Director), make sure that courts are kept on schedule, and to provide security for the facility.

Tournament Director. The Tournament Director is responsible for making sure the tournament format follows the guidelines of this handbook, teams are properly seeded according to information received from the EV Tournament Coordinator (see below), coordinating with the Evergreen Region Chair of Referees or designee for Day Official(s), and communicating the final results to the Tournament Coordinator immediately after the tournament as outlined above.

Cancellation of Tournament. In the event you must cancel your tournament; notice must be given to the Evergreen Region Tournament Coordinator, the Evergreen Region Chair of Referees, and all teams who have entered the tournament at least **72 hours** prior to the event. Tournament Directors who cancel a tournament without providing adequate notice as discussed above will be subject to disciplinary action up to and including the loss of their deposit and/or suspension from hosting future tournaments.

Roster/Player Verification Tournament Directors are responsible for verifying rosters and player registration information with the region office **at least 10 working days prior** to the event.

- Tournament Directors must provide a list of teams including the name of the coach(es), age division, & 11-digit code to the region office.
- The Registrar will verify each team's registration and will provide the Tournament Director with complete rosters for all teams entered. The rosters received from the region office should be used for tournament play. **Club directors and coaches are responsible for having their rosters updated no later than the Monday before the tournament using SignUpToPlay.** Rosters must be displayed at the site during the tournament.
- Rosters must be returned to the Registrar postmarked within one (1) business day of your event. **The Day Official will have the responsibility of this task.**

****Note: The rosters that need to be posted are the ones that were e-mailed to the Tournament Director from the Tournament Coordinator. These are also the ones that need to be mailed to the office!****

Seeding of Teams and Arranging Pools

The Evergreen Region Tournament Coordinator compiles results from all Evergreen Region sanctioned tournaments and produces a ranking for all teams in the Evergreen Region. Provided the Tournament Director provides the list of teams, their coach(es), and 11-digit codes, the Tournament Coordinator will provide pool assignments and rosters via e-mail by the Thursday before the event.

Tournament Format

Pool Play Options

The Evergreen Region allows 3-team pools and 4-team pools for pool play. 5-team pools are not allowed for pool play unless two courts are available for a single 5-team pool AND an approval from the EV Tournament Coordinator is obtained. If 5-team pools are allowed, the approval for them will be provided on your sanction form from the EV Tournament Coordinator. The following are approved pool play formats and must be used for all Evergreen Region sanctioned events.

3 team pool

<u>Option 1</u>		<u>Option 2</u>	
Play	Ref	Play	Ref
1-3	2	2-3	1
2-3	1	1-3	2
1-2	3	1-2	3

4 team pool

<u>Option 1</u>		<u>Option 2</u>		<u>Option 3</u>		<u>Option 4</u>		<u>Option 5</u>	
Play	Ref	Play	Ref	Play	Ref	Play	Ref	Play	Ref
2-4	3	1-3	2	2-3	1	1-4	3	1-4	3
1-3	4	2-4	1	1-4	2	2-3	1	2-3	1
2-3	1	1-4	3	2-4	3	1-3	4	1-3	4
1-4	3	2-3	1	1-3	2	2-4	3	2-4	3
3-4	2	3-4	2	3-4	1	3-4	2	1-2	4
1-2	4	1-2	4	1-2	4	1-2	4	3-4	2

5 team pool (must be played on 2 courts per pool AND approved by the EV Tournament Coordinator)

<u>Court 1</u>		<u>Court 2</u>	
Play	Ref	Play	Ref
2-5	1	3-4	1
1-5	4	2-3	4
1-4	2	3-5	2
2-4	5	1-3	5
4-5	3	1-2	3

Warm-Up Protocol (NO SHARED HITTING, NO SHARED SERVING)

1st and 2nd rounds of pool play: 5 minutes per team on-court, if the team wants to serve, it must do so within that time.

All other matches: 3 minutes per team on-court, if the team wants to serve, it must do so within that time. *Note: If a match has a team that has not yet played that day, please use the 5-5 warm-up.*

Time Guidelines

The following time allowances are guidelines from the current USAV Rule Book. The times include a 6-minute warm-up between matches and 3 minutes between games. **NO CAP ON ANY GAMES!**

Two 25 Rally Point Games	50 Minutes
Two 21 Rally Point Games	45 Minutes
2/3 25 Rally Point Games per Match (15 pt. 3 rd game)	65 minutes
2/3 21 Rally Point Games per Match (15 pt. 3 rd game)	60 minutes
One 15 Rally Point Game	20 Minutes
One 25 Rally Point Game	26 Minutes
3/5 25 Rally Point Games per Match (15 pt. 5 th game)	105 Minutes

You may use either 25-point games or 21-point games. If you elect to use 21-point games, please start all games at 4-4. **You may not use 11-point games.**

2/3 25 or 21 rally point games per match format are **highly recommended**. Matches greatly reduce the possibility of situations requiring tie-breaking decisions.

An example of a schedule will look like this:

	<u>2/3 25 pt games</u>	<u>2/3 21 pt games</u>
Match 1 –	9:00am	9:00am
Match 2 –	10:09am	10:04am
Match 3 –	11:14am	11:04am
Match 4 –	12:19pm	12:04pm
Match 5 –	1:24pm	1:04pm
Match 6 –	2:29pm	2:04pm
1st playoff round –	3:34pm	3:04pm
2nd playoff round –	4:39pm	4:04pm
3rd Playoff round –	5:44pm	5:04pm
4th Playoff round –	6:49pm	6:04pm

NOTE: Tournaments requiring a 5th playoff round must start play at 8:00am.

The final match must be scheduled no later than 7:00 p.m. Finals that start after 7:00 p.m. will require an additional payment to the Day Official. The fee is \$20.00 for a National Referee, \$15.00 for a Junior National Referee, and \$12.50 for a Regional Referee.

All one-day tournaments must allow each team to play at least eight games.

All one-day tournaments must consist of pool play followed by a single elimination playoff. Two-day tournaments are allowed to run a double elimination or modified double elimination playoff after pool play. Note: Format must be pre-approved by the EV Tournament Coordinator.

Playoff Options

Playoff brackets are included in the back of this book. Playoff brackets are available for tournaments with 4-16 teams. 20 and 24 team brackets are also included. These should cover 99% of the tournaments. However, if you require a bracket that is not included, please contact the EV Tournament Coordinator and one will be developed for you. These brackets assign playoff positions based on a team's placement in pool play. Every bracket is cross-pooled, meaning that teams from the same pool will not play each other until after the first round of playoffs.

No deviation from these brackets will be allowed without prior approval from the Tournament Coordinator.

Tie-Breaking Procedures

The Evergreen Region has adopted the following tie breaking procedure for pool play ties in all Evergreen Region-sanctioned tournaments. **THERE WILL BE NO TIEBREAKER GAMES PLAYED.**

3-way tie in match record for first or second place in pool

If there is a three-way tie in the pool, the tied teams will be seeded by the following criteria:

- A. Win-Loss ratio of total matches played
 - Divide # matches won by total # matches lost for each team; **count only the matches among the three tied teams.**
- B. Win-Loss ratio of total games played
 - Divide # games won by total # games lost for each team; **count only the games among the three tied teams.**
- C. Point differential
 - subtract the number of points lost from the number points gained; **count only the points gained or lost among the matches/games played between the tied teams.**
- D. Coin toss

2 way tie in a pool

If a two-way tie exists, the following criteria will be used to break the tie.

- A. Head to Head match result
- B. Head to Head games result
- C. Head to Head Point Differential
- D. Coin Toss

Game/Match Forfeiture and Match Start Times

All Evergreen Region one-day tournaments will have a start time of 9 a.m. unless approved by the EV Tournament Coordinator, but in no case earlier than 8 a.m. Two-day tournaments may begin at 8 a.m. on the second day.

All tournament matches should have a scheduled start time. However, matches that can start earlier should do so.

Forfeit time for game one is the scheduled match time. Game two is forfeited 10 minutes after the forfeiture of the first game.

Day of Event Procedures

Awards

It is recommended that awards be given to the first and second place teams in the Championship Playoff and to the winner of the Consolation Playoff. When awards are given, individual awards should be given instead of team awards. Awards should be based on twelve individual awards per team. All-Tournament teams **shall not** be selected unless approved in the sanction form by the Tournament Coordinator.

Equipment

On each court you will need the following equipment: a net, two antennae, support poles (padded to at least five feet up from the floor), a referee stand (padded up at least five feet from the floor), a scorekeeper table with minimum of three (3) chairs, a visible scoreboard, and benches/chairs for the teams. **NOTE: Tables and chairs are not appropriate referee stands and will not be used.**

Charts

Large charts for pool play results and playoff brackets should be posted away from the playing areas for participants and spectators to see. Other signs typically used during the tournament include a pool play schedule, “No food or drink in gym” signs, and court # signs. All signs must be posted prior to the coach’s meeting. Make sure you have tape and marking pens for all the signs.

Reference Materials

Tournament Directors should have on site and accessible the current USAV Rule Book, the current Evergreen Region Participants’ Handbook, and the current Evergreen Region Tournament Procedures Handbook.

Officiating Equipment

Each court must be provided with an adequate number of regular and deciding game score sheets, and line-up sheets and Libero tracking sheets for all matches scheduled on the court. (You can download these from the USA Volleyball website.) Also, a supply of pencils, black pens, a scorekeeper table with two chairs, a visual flip scoreboard and/or electronic scoring device, and a copy of the pool play schedule should be posted on each scoring table. There also should be a referee stand that is properly padded for each court; if one is not available, both R1 and R2 will be standing on the floor.

Emergency Gear

A stocked first aid kit should be accessible to all the Site Managers for the duration of the tournament. All tournaments should have a bodily fluids clean-up kit, ice, and telephone access in case of an emergency. A phone must be available to call 911.

Running the Tournament

Captains’/Coaches’ Meeting

The Tournament Director/Site Manager must hold a formal Coach’s meeting before the tournament begins. The following items need to be discussed at this meeting:

1. Review and update rosters.
2. Present information about the facility.
3. Go over ground rules for each court.
4. Present the playoff format.
5. Introduce the Day Official, Observers, Site Managers.
6. Determine the protest committee.

No-Show Procedure

If a registered/entered team(s) fails to show up for the tournament without advance notice:

- the Tournament Director will re-arrange the pool(s) involved to assure that each team plays the minimum number of games (8).

- The playoff format should then be changed to reflect the proper number of teams in the tournament. Approved playoff formats are available in the Appendix of this Handbook.
- Work with the Day Official to determine the best format for the situation.
- Make note of the “no-show” and make sure that the Day Official documents the changes in his/her Day Official’s report.

Rosters

Rosters must be verified on the day of the tournament.

- cross out any players’ names that are not in attendance
- fill in missing information such as USAV number, uniform number, and/or referee & scorekeeper certification (this should be at a minimum since registration is now done online and current rosters are sent to the Tournament Directors two days before the event).

The Day Official will use the rosters to verify the teams and the players’ eligibility. The rosters should be posted in a visible location in the playing facility.

Evergreen Region requires that each team play in at least three Evergreen Region sanctioned tournaments and each player in at least two Evergreen Region sanctioned tournaments in order to participate in the Regional Championships. Your efforts in helping document the participants at your tournament will help in this effort.

Staying on Time

Please follow these guidelines to help keep the tournament running on time:

- The officiating team must conduct the coin toss IMMEDIATELY after the preceding match, then start the warm up immediately. Do this BEFORE you meet with your team if you just played.
- Be ready to officiate immediately after the preceding match.
- Keep your coin toss speech brief and to the point.
- Accurately time the warm ups.
-

Tournament Directors/Site Managers have the discretion to move matches to alternate courts if both teams and a refereeing team are available to help make the tournament move along.

Officiating

Each team will have officiating responsibilities during the tournament: Each team must provide the following during their assigned officiating matches:

- Three players and/or coaches who have been certified at a Referee/Scorekeeper clinic are to be the R1, R2, and scorekeeper. 2 additional players/coaches/parents are also needed to be line judges. **If a Libero is used, there MUST be a Libero tracker at the score table.**
 - o For all Evergreen Region sanctioned tournaments, an adult coach or registered parent that has been to the current year’s Referee/Scorekeeper Clinic approved by the Evergreen Region will be R1 for **ALL** playoff rounds in **ALL** tournaments. Junior players may be an R2, LJ, scorekeeper, Libero tracker, or visual score flipper.

Penalty for not showing up for an officiating assignment:

- 2 point for every minute the crew is late to an assignment; to a maximum of 25, and the teams shall forfeit the first game of it’s next match. After 30 minutes, the team shall forfeit their next match.

- If a team leaves the tournament without fulfilling its officiating responsibilities, the team shall be sanctioned by the region.

Sanctions:

- 1st Offense: \$50.00 fine
- 2nd Offense: \$100.00 fine
- 3rd Offense: \$150.00 fine & suspension from participation for 1 (one) year.

If a team does not have the required certified officials, the team shall pay \$15.00 per certified official for each of their officiating assignments.

Determination of Playoff Teams

Use the playoff charts included in this handbook to figure out the position of the teams to begin the playoffs. All teams that play in the tournament will advance to the playoffs, either in a championship or consolation bracket. The tournament brackets ensure that no teams from the same pool will play again until after the first round of the playoffs.

Post-Tournament Procedures

Where to Send Tournament Information

1. ***Tournament results must be sent to the EV Tournament Coordinator.*** Results shall include each teams' Evergreen Region 11-digit code to facilitate the identification of teams. Results must be submitted via e-mail ***no later than the Monday following your tournament.***

Penalty for tournament results not being submitted in a timely manner may include, but not limited to, the forfeiture of the \$50.00 deposit, further fines, and the loss of tournament hosting privileges.

2. Updated rosters must be mailed to the Evergreen Region Office. Rosters must be postmarked no later than one business day after your tournament. **The Day Official will be responsible for this task.**

Competition Categories

Adult Classifications

Competition in the Evergreen Region is offered to men, women, and co-ed in Rec, Open, B, BB, A, AA classifications.

Junior Age Groups

Most Evergreen Region sanctioned tournaments are held for U-18, U-16, U-14, and U-12 divisions. However, single age groups are defined and available for competition if enough teams want to play in the U-13, U-15, and U-17 divisions. The Evergreen Regional Championships will have tournaments for all age groups provided there are **at least eight (8) teams** that enter in any particular age group.

The age group definitions can be found in the current USAV Guidebook.

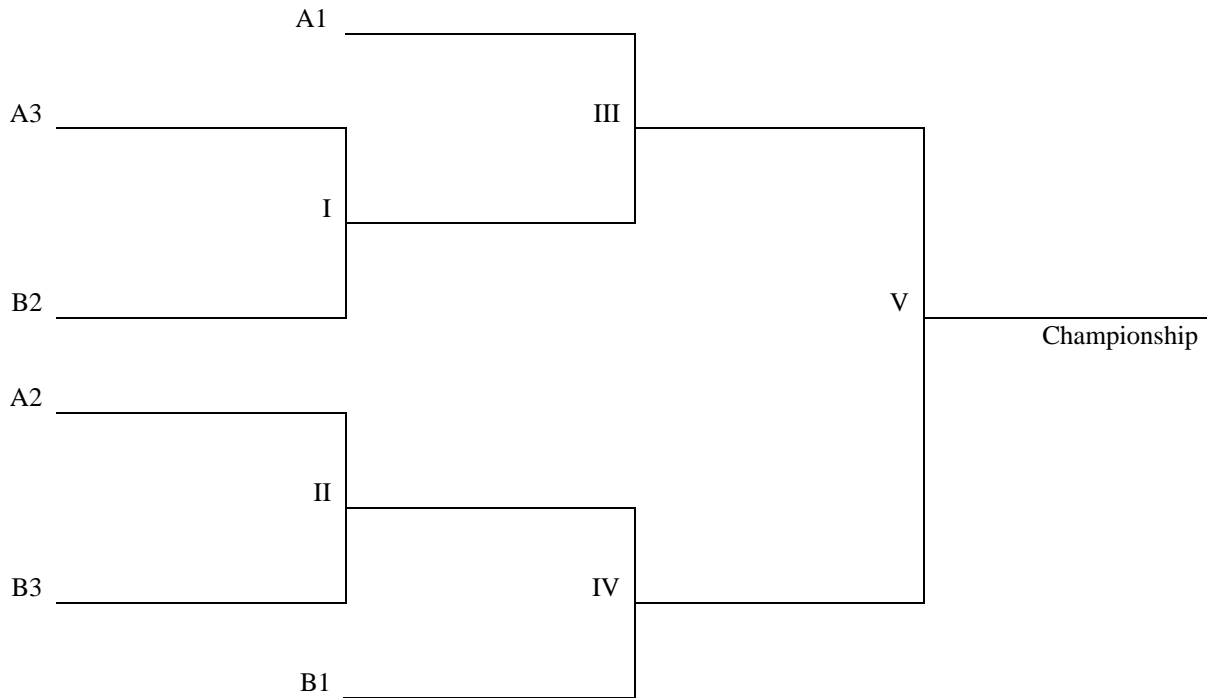
The age groups and cutoff dates are determined by the USAV Youth and Junior Division. ***The Evergreen Region will grant no waivers based on date of birth.***

U-12 Specifics

1. Service line will be 6' 6¹/₂ meters from the end line, or 23' 6¹/₇ meters from the center line.
2. Volleyballs used will conform to USAV rule 3.1.2, such as the Tachikara "Volley-Lite" volleyballs.
3. Net height will be 7 feet/2.13 meters.
4. Pool play will be to three games: First two games will be to 25 points rally score, no cap; the third will be to 15 points rally score, no cap. If the third game is a deciding game, teams will switch sides at 8 points.

6 Team Tournament, version 1

2 Pools of 3 teams on 2 courts



Pool	A	B
	1	2
	3	4
	5	6

Round 1

I Ct1 A3 vs. B2 Ref: A1

II Ct2 A2 vs. B3 Ref: B1

Round 2

III Ct1 Win I vs. A1 Ref: L-I

IV Ct2 Win II vs. B1 Ref: L-II

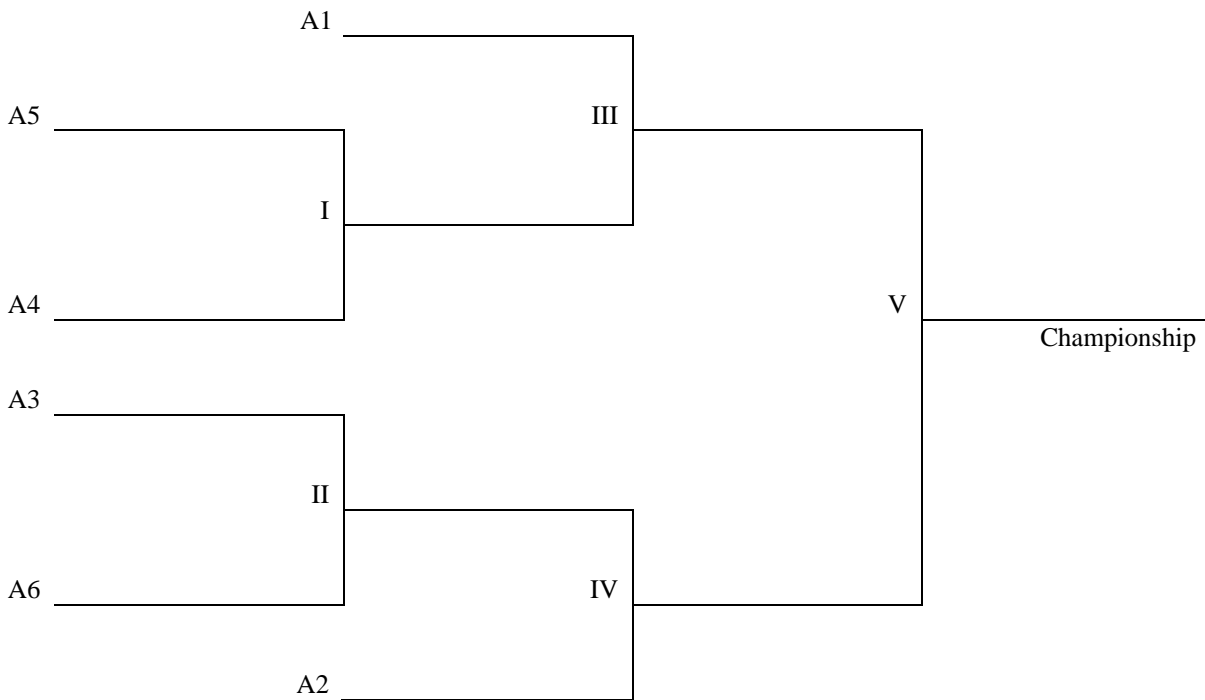
Round 3

V Ct1 Win III vs. Win IV Ref: L-III/IV, whoever is closer

6 Team Tournament, version 2

1 pool of 6 teams on 2 courts
 (must start play at 8:00 AM, each pool play match only 2 games)
 55 minutes allotted for two 25-point games with warm-ups

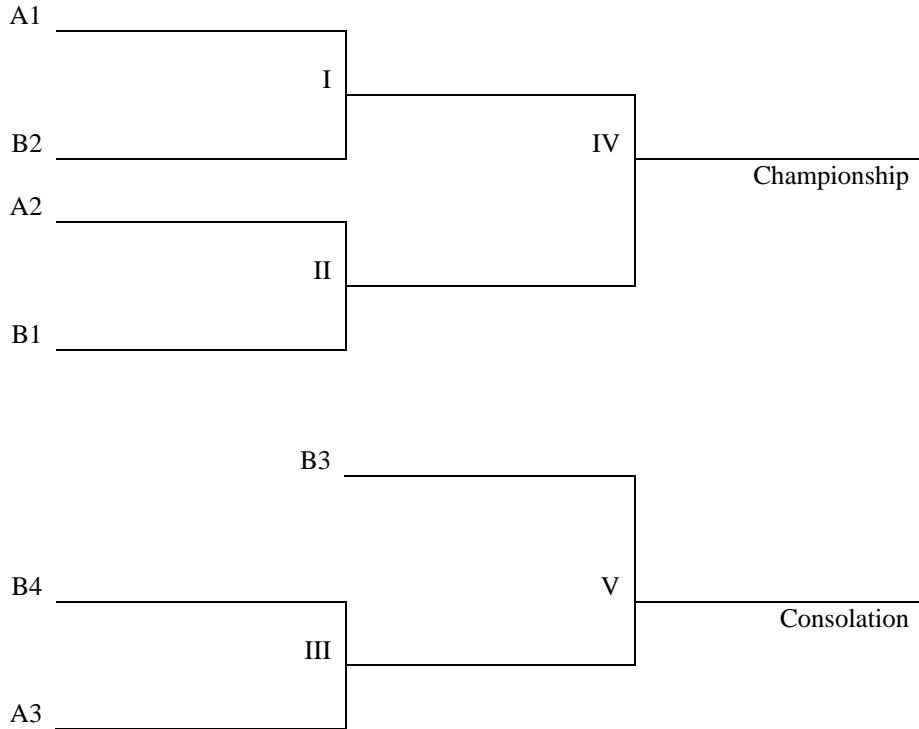
Time	Court 1	Court 2
8:00 AM	A4 vs. A6 Ref: A1	A3 vs. A5 Ref: A2
8:55 AM	A1 vs. A6 Ref : A4	A2 vs. A5 Ref: A3
9:50 AM	A1 vs. A4 Ref: A6	A2 vs. A3 Ref: A5
10:45 AM	A4 vs. A5 Ref: A1	A3 vs. A6 Ref: A2
11:40 AM	Lunch	Lunch
12:10 PM	A1 vs. A5 Ref: A3	A2 vs. A6 Ref: A4
1:05 PM	A1 vs. A3 Ref: A5	A2 vs. A4 Ref: A6
2:00 PM	A3 vs. A4 Ref: A1	A5 vs. A6 Ref; A2
2:55 PM	A1 vs. A2 Ref: A3	OFF
	Re-seed based on pool play finish	
3:50 PM	I – A4 vs. A5 Ref: A1	II – A3 vs. A6 Ref: A2
4:55 PM	III – WIN I vs. A1 Ref: L-I	IV – WIN II vs. A2 Ref: L-II
6:00 PM	V – WIN III vs. WIN IV Ref: L-III/IV	



Pool A
A1
A2
A3
A4
A5
A6

7 Team Tournament

1 Pool of 4 teams and 1 pool of 3 teams on 2 Courts



Pool	A	B
	1	2
	3	4
	6	5
	X	7

Round 1

I Ct1 A1 vs. B2 Ref: A3

II Ct2 A2 vs. B1 Ref B4

Round 2

III Ct2 B4 vs. A3 Ref L-II

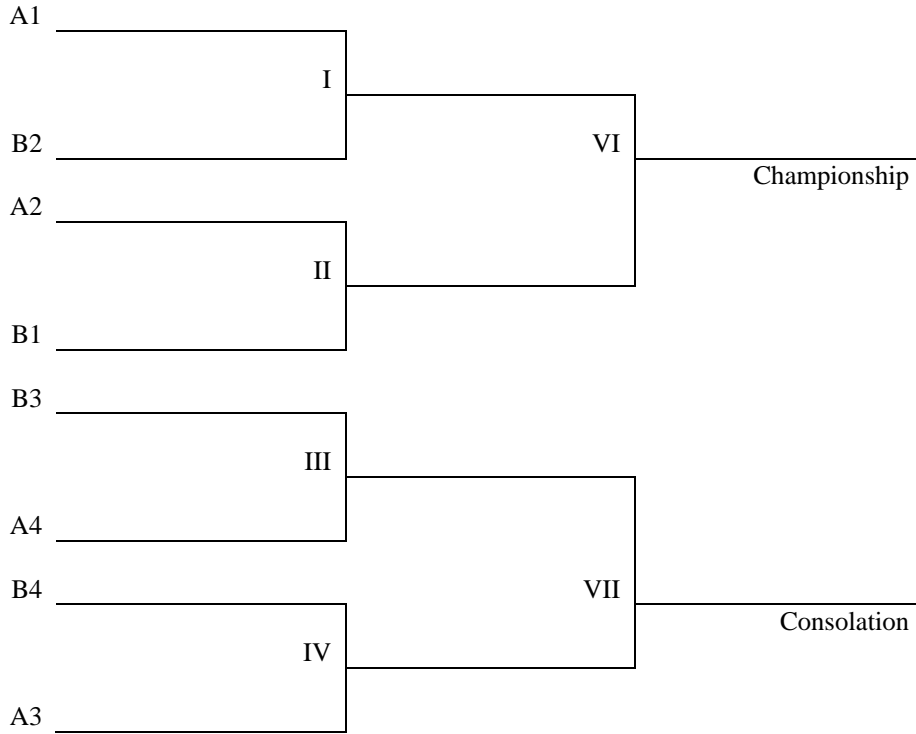
IV Ct1 Win I vs. Win II Ref L-I

Round 3

V Ct1/2 B3 vs. Win III Ref: L-III

8 Team Tournament

2 Pools of 4 teams on 2 Courts



Pool	A	B
	1	2
	3	4
	6	5
	8	7

Round 1

I Ct1 A1 vs. B2 Ref: A2

III Ct2 A4 vs. B3 Ref B4

Round 2

II Ct.1 B1 vs. A2 Ref L-I

IV Ct2 B4 vs. A3 Ref L-III

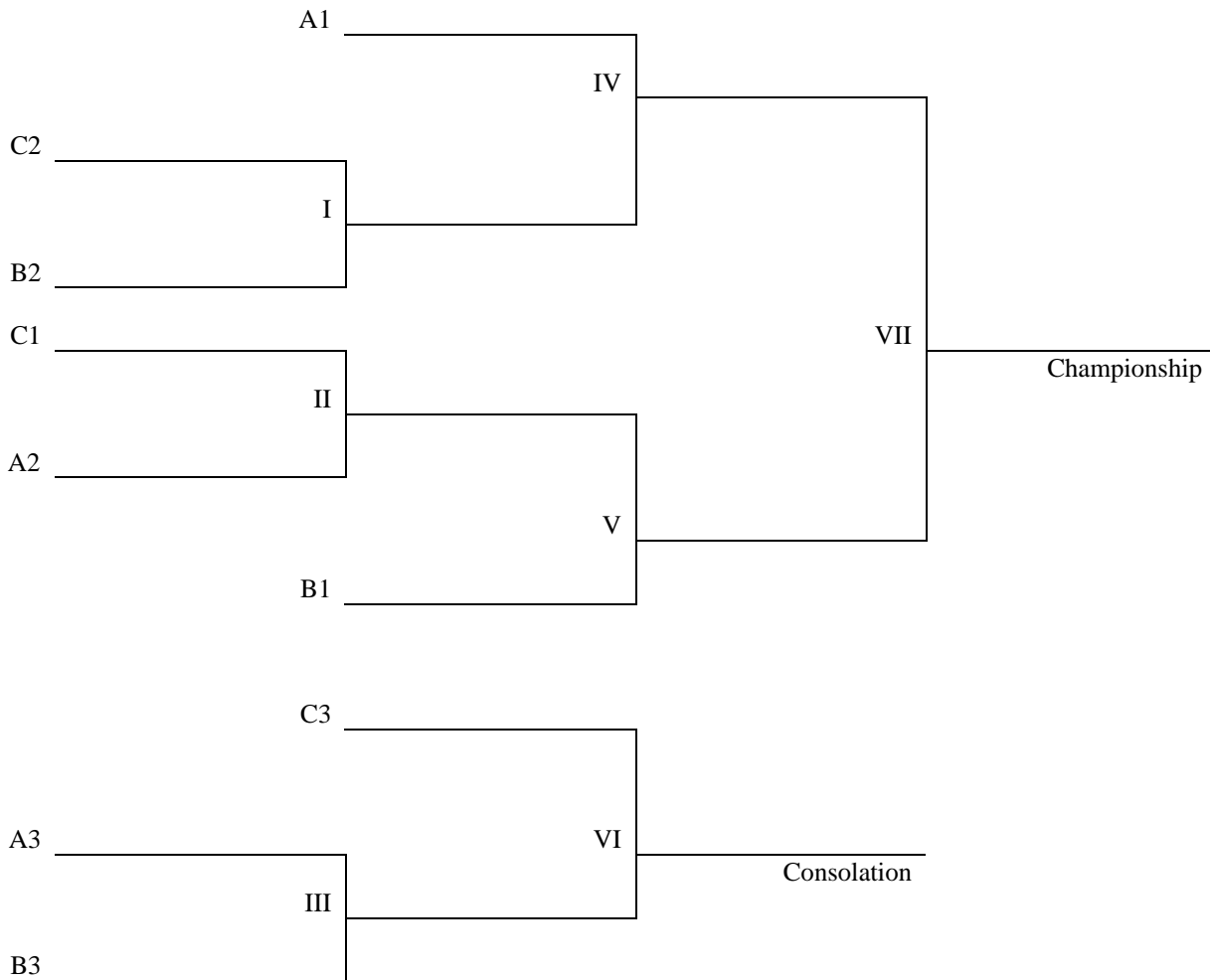
Round 3

VI Ct1 Win I vs. Win II Ref: L-II

VII Ct2 Win III vs. Win IV Ref: L-IV

9 Team Tournament, version 1

3 Pools of 3 teams on 3 courts (6 up, 3 down)



Pool	A	B	C
	1	2	3
	6	4	5
	9	8	7

Round 1

I Ct1 C2 vs. B2 Ref: A1
 II Ct2 C1 vs. A2 Ref: B1
 III Ct3 A3 vs. B3 Ref: C3

Round 2

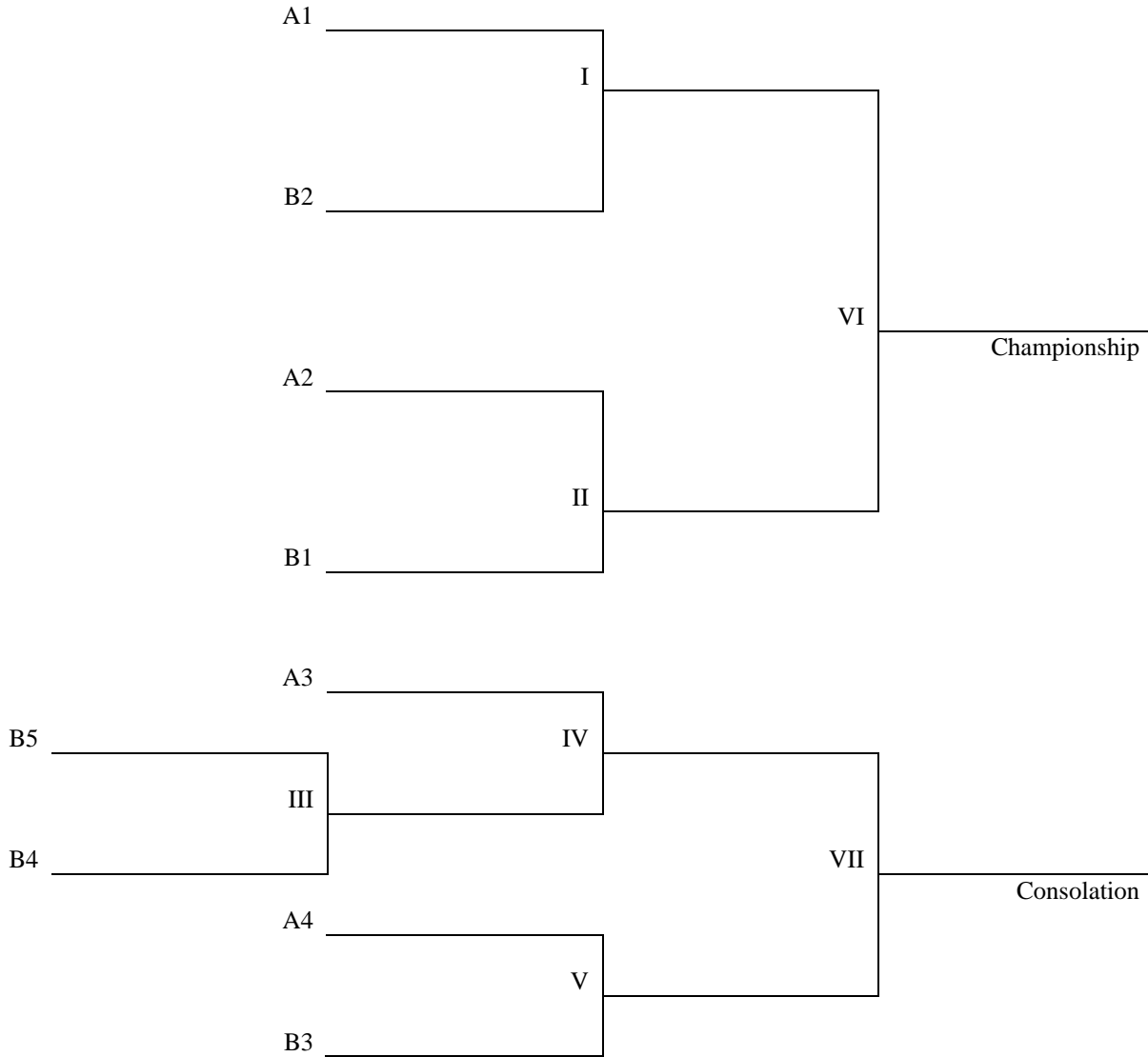
IV Ct1 Win I vs. A1 Ref: L-I
 V Ct2 Win II vs. B1 Ref: L-II
 VI Ct3 Win III vs. C3 Ref: L-III

Round 3

VII Ct1 Win IV vs. Win V Ref: L-IV/V, whoever is closer

9 Team Tournament, version 2

1 Pool of 5 teams, 1 pool of 4 teams, on 3 courts (4 up, 5 down)



Pool	A	B
	1	2
	3	4
	5	6
	7	8
	X	9

Round 1

- I Ct1 A1 vs. B2 Ref: A3
- II Ct2 A2 vs. B1 Ref: B5

Round 2

- IV Ct2 Win III vs. A3 Ref: L-II
- V Ct3 A4 vs. B3 Ref: L-III

III Ct3 B5 vs. B4 Ref: A4

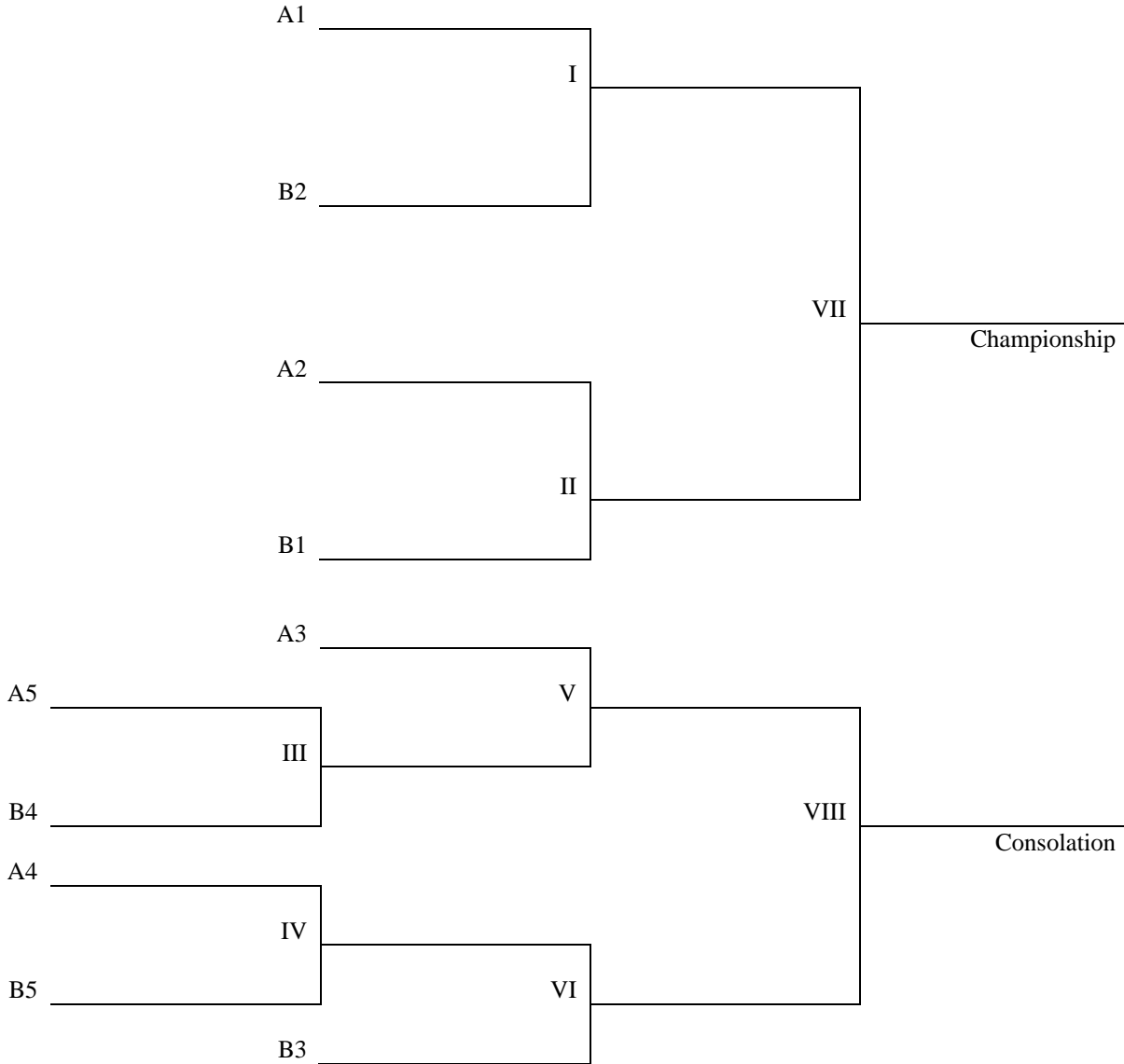
VI Ct1 Win I vs. Win II Ref: L-I

Round 3

VII Ct1 Win IV vs. Win V Ref: L-IV/V

10 Team Tournament, version 1

2 Pools of 5 Teams on 4 courts (4 up, 6 down)



Pool	A	B
	1	2
	3	4
	5	6
	7	8
	9	10

Round 1

I Ct1 A1 vs. B2 Ref: A2

Round 2

II Ct1 A2 vs. B1 Ref: L-I

III Ct2 A5 vs. B4 Ref: A3
IV Ct3 A4 vs. B5 Ref: B3

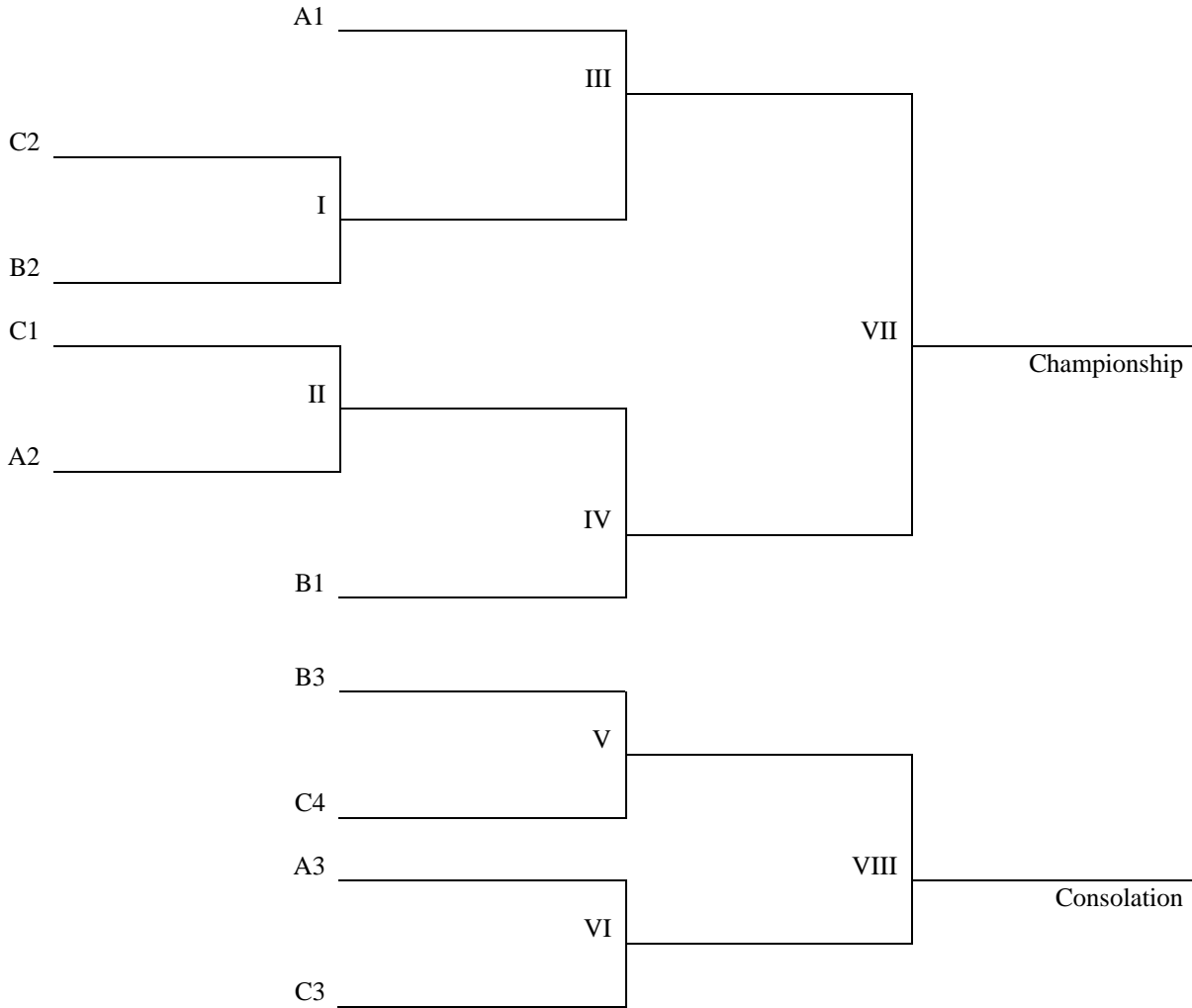
V Ct2 Win III vs. A3 Ref: L-III
VI Ct.3 Win IV vs. B3 Ref: L-IV

Round 3

VII Ct1 Win I vs. Win II Ref: L-II
VIII Ct2 Win V vs. Win VI Ref: L-V/VI

10 Team Tournament, version 2

1 Pool of 4 Teams, 2 Pools of 3 teams on 3 courts (6 up, 4 down)



Pool	A	B	C
	1	2	3
	6	4	5
	9	7	8
	X	X	10

Round 1

I Ct1 C2 vs. B2 Ref: A1
 II Ct2 C1 vs. A2 Ref: B1
 V Ct3 B3 vs. C4 Ref: A3

Round 2

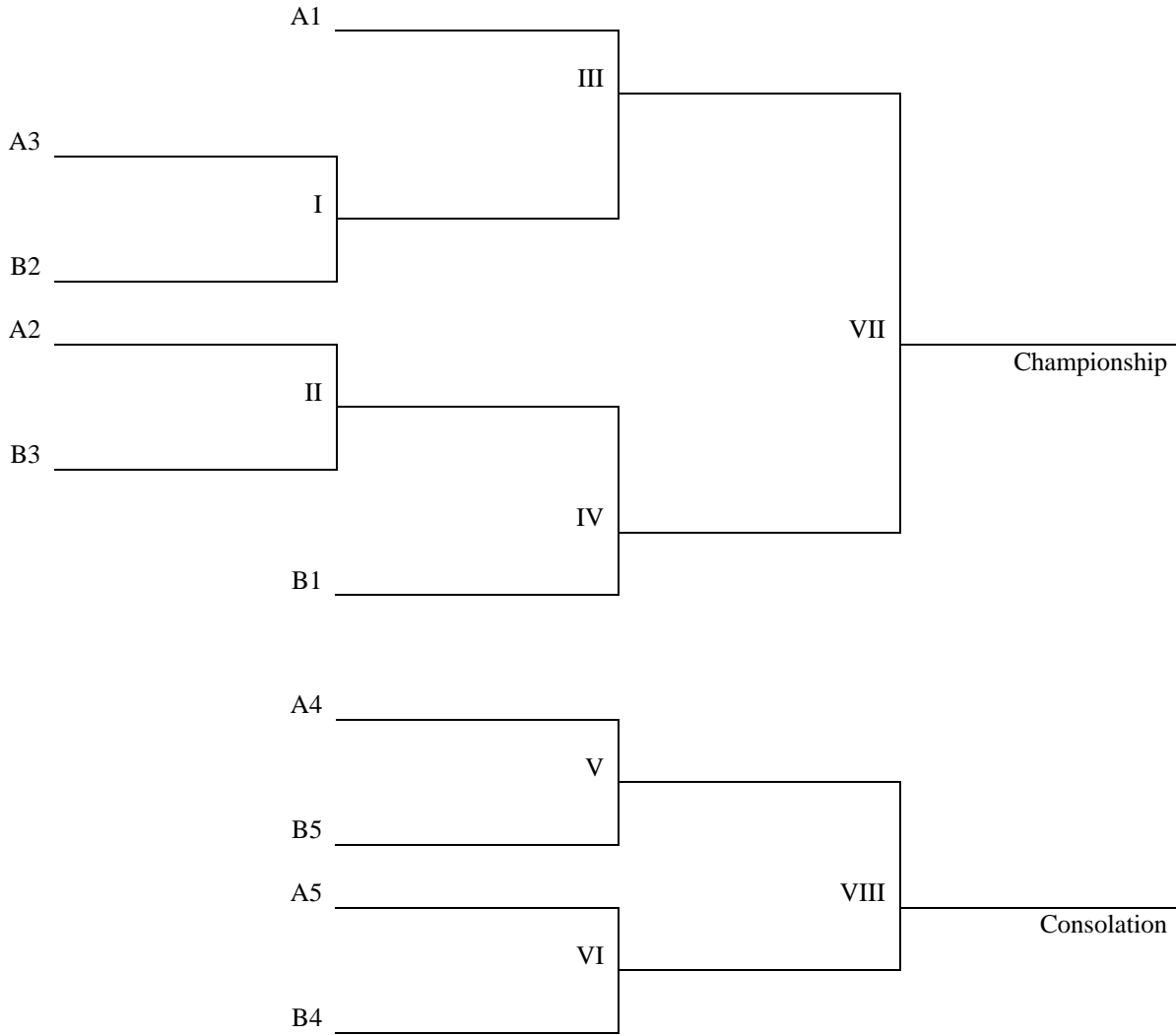
III Ct1 Win I vs. A1 Ref: L-I
 IV Ct2 Win II vs. B1 Ref: L-II
 VI Ct3 A3 vs. C3 Ref: L-V

Round 3

VII Ct1/2 Win III vs. Win IV Ref: L-III/IV
 VIII Ct3 Win V vs. Win VI Ref: L-VI

10 Team Tournament, version 3

2 Pools of 5 Teams, on 4 courts (6 up, 4 down)



Pool	A	B
	1	2
	3	4
	5	6
	7	8
	9	10

Round 1

I Ct1 A3 vs. B2 Ref A1
 II Ct2 A2 vs. B3 Ref: B1
 V Ct3 A4 vs. B5 Ref A5

Round 2

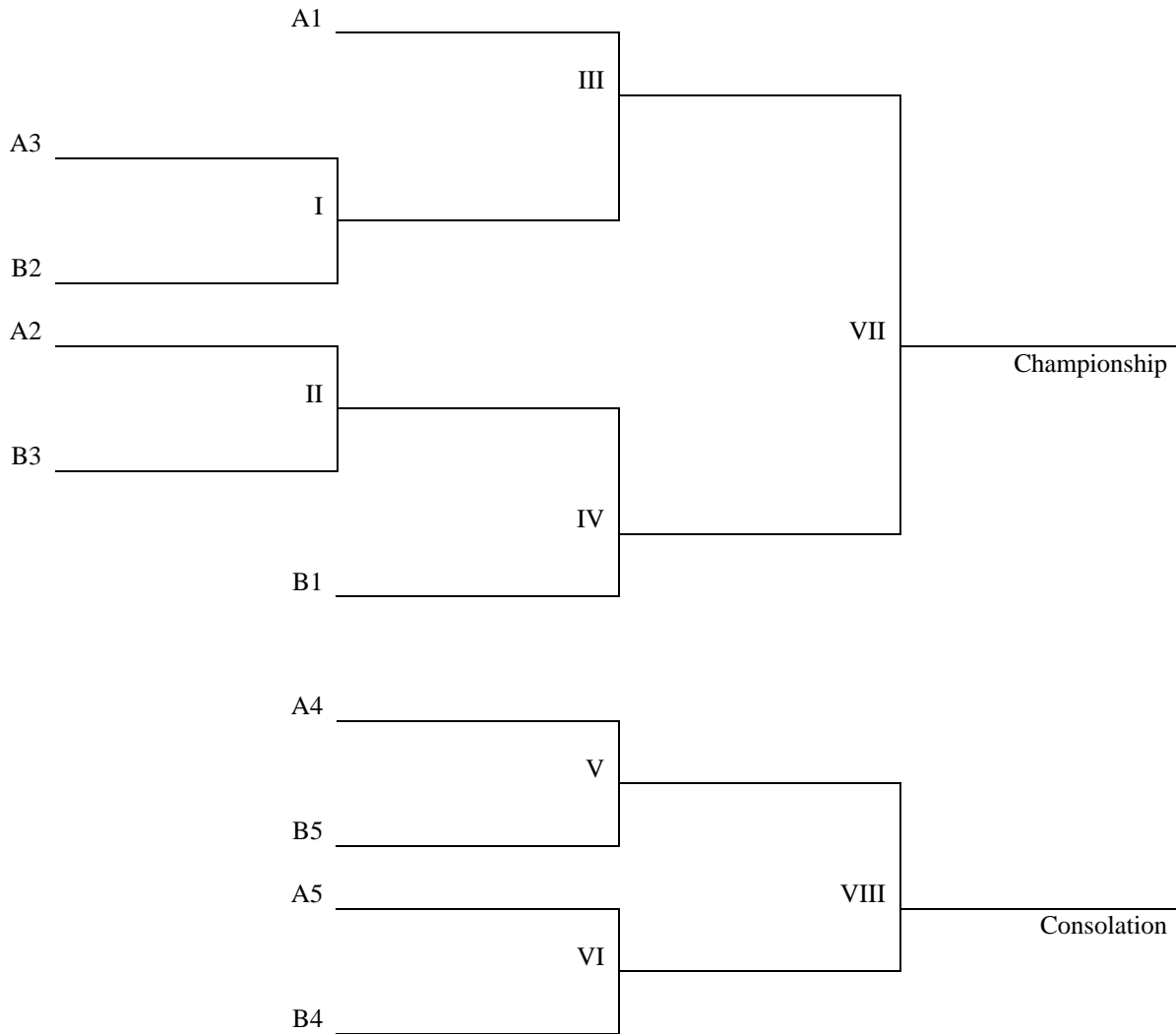
II Ct1 Win I vs. A1 Ref: L-I
 IV Ct2 Win II vs. B1 Ref: L-II
 VI Ct3 A5 vs. B4 Ref: L-V

Round 3

VII Ct1 Win III vs. Win IV Ref: L-III/IV
 VIII Ct3 Win V vs. Win VI Ref: L-VIII

10 Team Tournament, version 4

2 Pools of 5 Teams, on 3 courts (6 up, 4 down)



Pool	A	B
	1	2
	3	4
	5	6
	7	8
	9	10

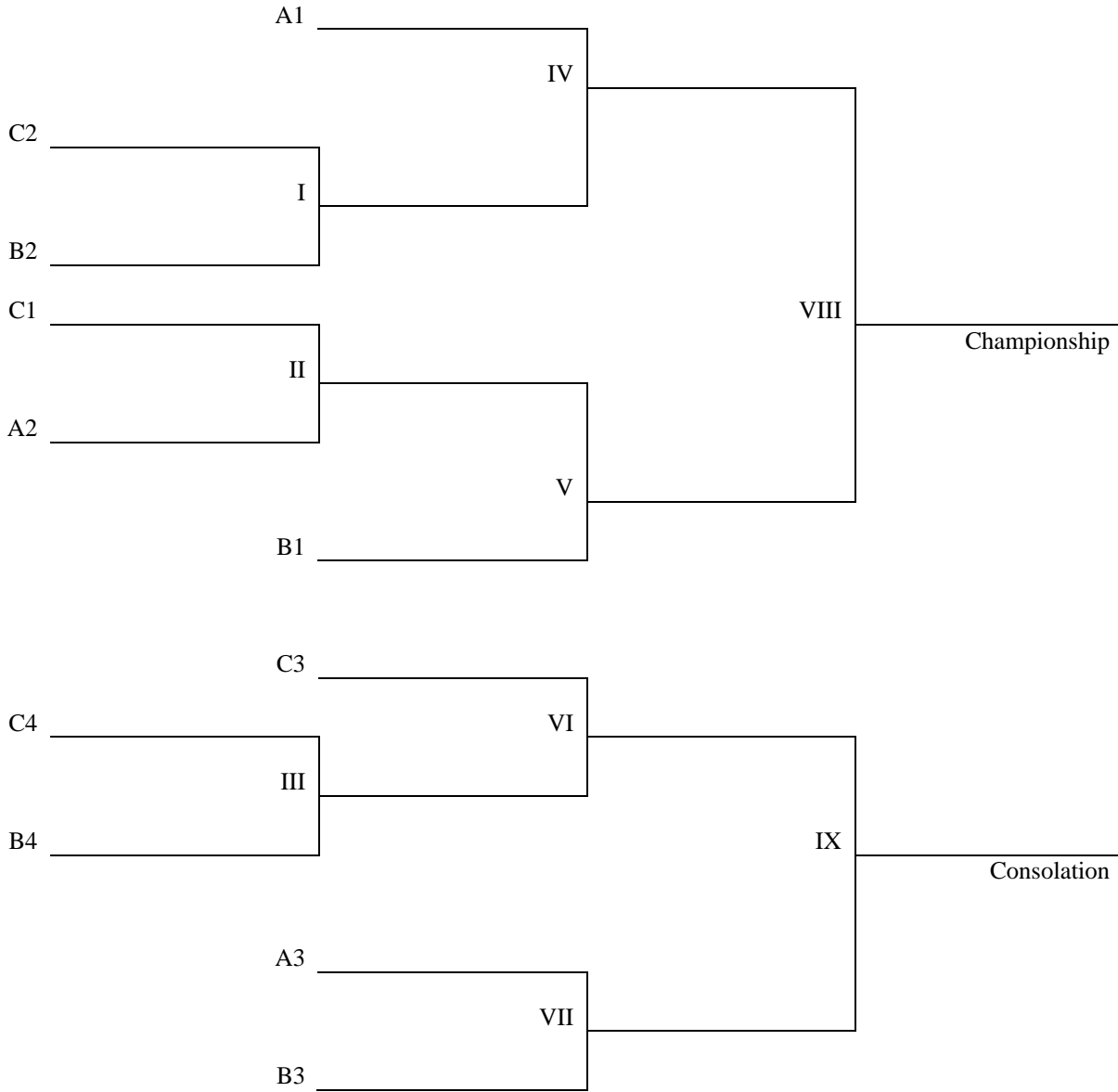
Pool Play Schedule

Round	Court 1	Court 2	Court 3
1 - 9:00am	A3 vs. A5 Ref A1	B1 vs. B4 Ref A4	B3 vs. B5 Ref B2
2 - 10:10am	A1 vs. A3 Ref A5	A2 vs. A4 Ref B1	B2 vs. B5 Ref B3
3 - 11:15am	A2 vs. A5 Ref A3	B1 vs. B3 Ref A4	B2 vs. B4 Ref B5
4 - 12:20pm	A1 vs. A4 Ref A2	OFF	B4 vs. B5 Ref B1
5 - 1:25pm	A4 vs. A5 Ref A1	A2 vs. A3 Ref B4	B2 vs. B3 Ref B5
6 - 2:30pm	A1 vs. A5 Ref A2	B3 vs. B4 Ref A3	B1 vs. B5 Ref B2
7 - 3:35pm	A1 vs. A2 Ref A5	A3 vs. A4 Ref B4	B1 vs. B2 Ref B3

**For bracket play, use schedule on previous page.

11 Team Tournament

2 Pools of 4 Teams and 1 Pool of 3 Teams on 3 Courts



Pool	A	B	C
	1	2	3
	6	4	5
	9	8	7
	X	10	11

Round 1

I Ct1 C2 vs. B2 Ref: A1
II Ct2 C1 vs. A2 Ref: B1
III Ct3 C4 vs. B4 Ref: A3

Round 3

VIII Ct1 Win IV vs. Win V Ref: L-VI
VII Ct3 A3 vs. B3 Ref: L-VI

Round 2

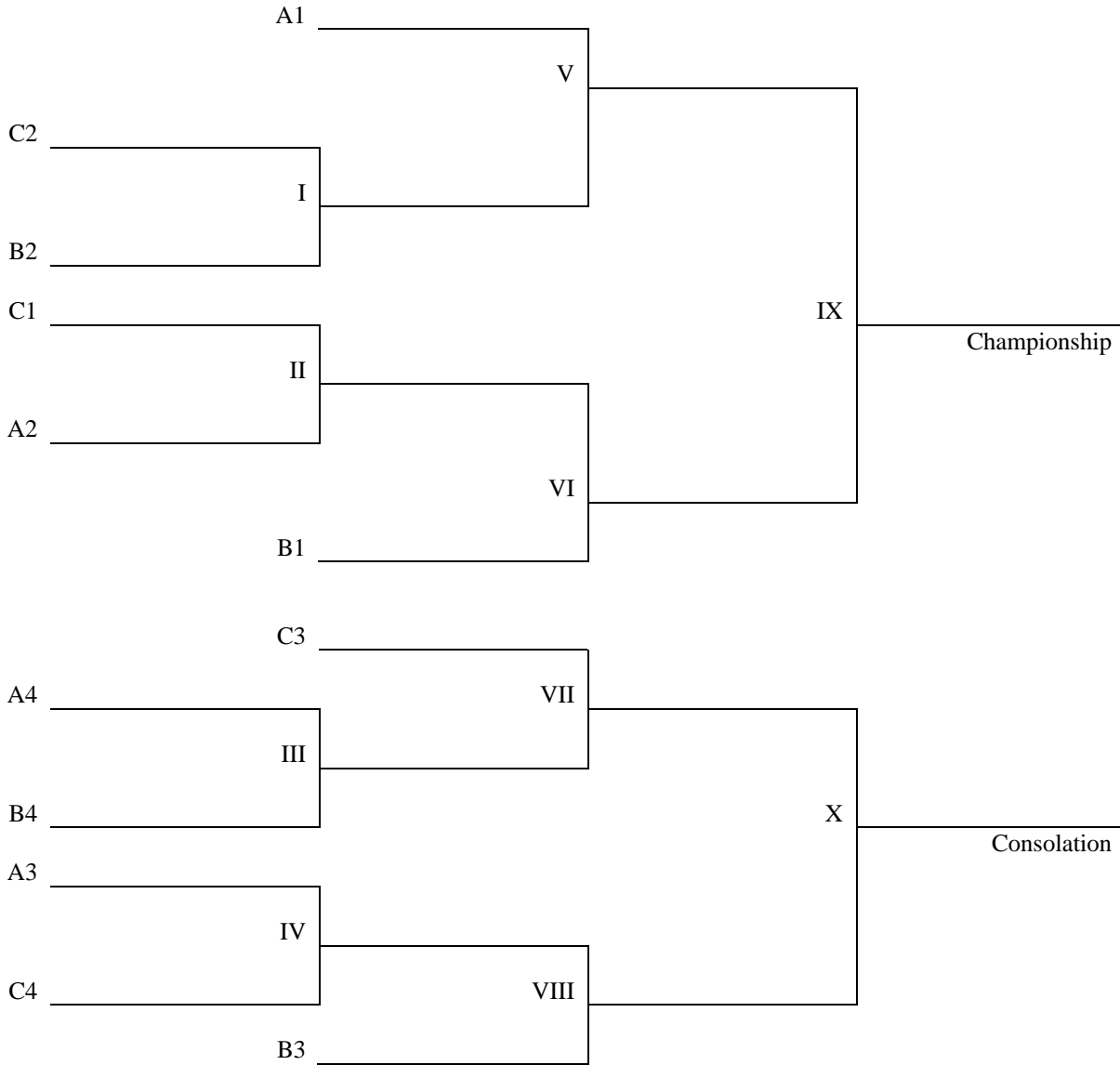
IV Ct1 Win I vs. A1 Ref: L-I
V Ct2 Win II vs. B1 Ref: L-II
VI Ct3 Win III vs. C3 Ref: L-III

Round 4

IX Ct3 Win VI vs. Win VII Ref: L-VII

12 Team Tournament

3 Pools of 4 Teams on 3 Courts



Pool	A	B	C
	1	2	3
	6	4	5
	9	8	7
	11	10	12

Round 1

- I Ct1 C2 vs. B2 Ref: A1
- II Ct2 C1 vs. A2 Ref: B1
- III Ct3 A4 vs. B4 Ref: A4

Round 2

- IV Ct3 A3 vs. C4 Ref: L-III
- V Ct1 Win I vs. A1 Ref: L-I
- VI Ct2 Win II vs. B1 Ref: L-II

Round 3

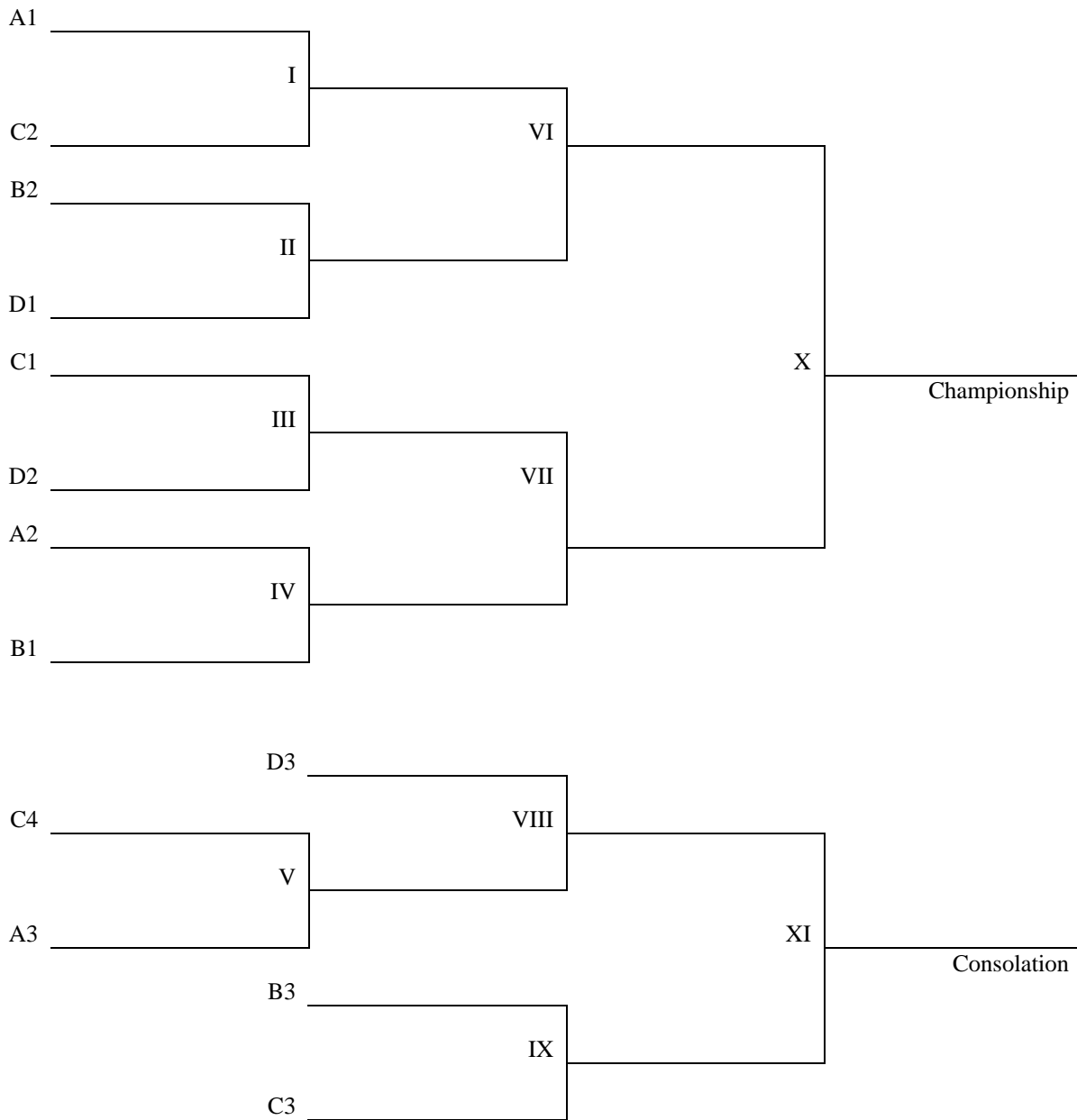
- IX Ct1 Win V vs. Win VI Ref: L-V
- VII Ct2 Win III vs. C3 Ref: L-VI

Round 4

- X Ct2 Win VII vs. Win VIII Ref: L-VII/VIII

13 Team Tournament, version 1

3 Pools of 3 teams, 1 Pool of 4 Teams, on 4 Courts



13 Team Tournament, version 1

3 Pools of 3 teams, 1 Pool of 4 Teams, on 4 Courts

Pool	A	B	C	D
	1	2	3	4
	7	5	8	6
	12	11	10	9
	X	X	13	X

Round 1

I Ct1 A1 vs. C2 Ref: D2
II Ct2 B2 vs. D1 Ref: A2
V Ct3 C4 vs. A3 Ref: D3
IX Ct4 B3 vs. C3 Ref: C1

Round 2

III Ct1 C1 vs. D2 Ref: L-I
IV Ct2 A2 vs. B1 Ref: L-II
VIII Ct3 Win V vs. D3 Ref: L-V

Round 3

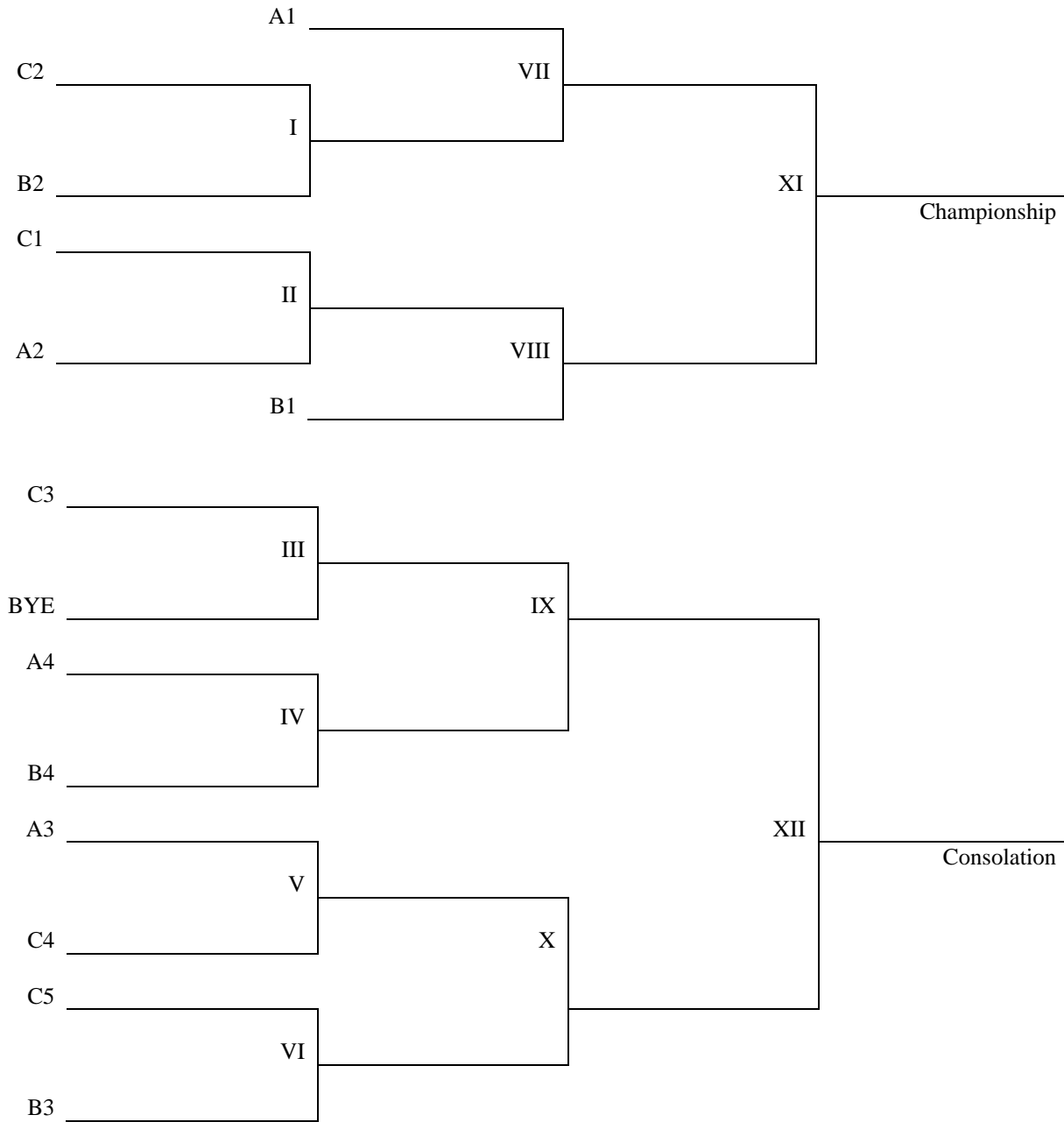
VI Ct1 Win I vs. Win II Ref: L-III
VII Ct2 Win III vs. Win IV Ref: L-IV
XI Ct3 Win VIII vs. Win IX Ref: L-VIII

Round 4

X Ct1 Win VI vs. Win VII Ref: L-VI/VII

13 Team Tournament, version 2

2 Pools of 4 teams, 1 Pool of 5 Teams, on 4 Courts (6 up, 7 down)



13 Team Tournament, version 2

2 Pools of 4 teams, 1 Pool of 5 Teams, on 4 Courts (6 up, 7 down)

Pool	A	B	C
	1	2	3
	6	4	5
	9	8	7
	11	10	12
	X	X	13

Pool Play Schedule

<u>Match</u>	<u>Court 1**</u>	<u>Court 2</u>	<u>Court 3</u>	<u>Court 4</u>
1	2 vs. 3 ref 1	same as Court 1	C2 vs. C5 ref 1	C3 vs. C4 ref 1
2	1 vs. 4 ref 2		C1 vs. C5 ref 4	C2 vs. C3 ref 4
3	2 vs. 4 ref 3		C1 vs. C4 ref 2	C3 vs. C5 ref 2
4	1 vs. 3 ref 2		C2 vs. C4 ref 5	C1 vs. C3 ref 5
5	3 vs. 4 ref 1		C4 vs. C5 ref 3	C1 vs. C2 ref 3
6	1 vs. 2 ref 4		off	off

**Option #3 was used as an example.

Round 1

- I Ct1 B2 vs. C2 Ref: A1
- II Ct2 A2 vs. C1 Ref: B1
- IV Ct3 A4 vs. B4 Ref: C3
- V Ct4 A3 vs. C4 Ref: C5

Round 2

- VII Ct1 A1 vs. Win I Ref: L-I
- VIII Ct2 B1 vs. Win II Ref: L-II
- VI Ct4 C5 vs. B3 Ref: L-V

Round 3

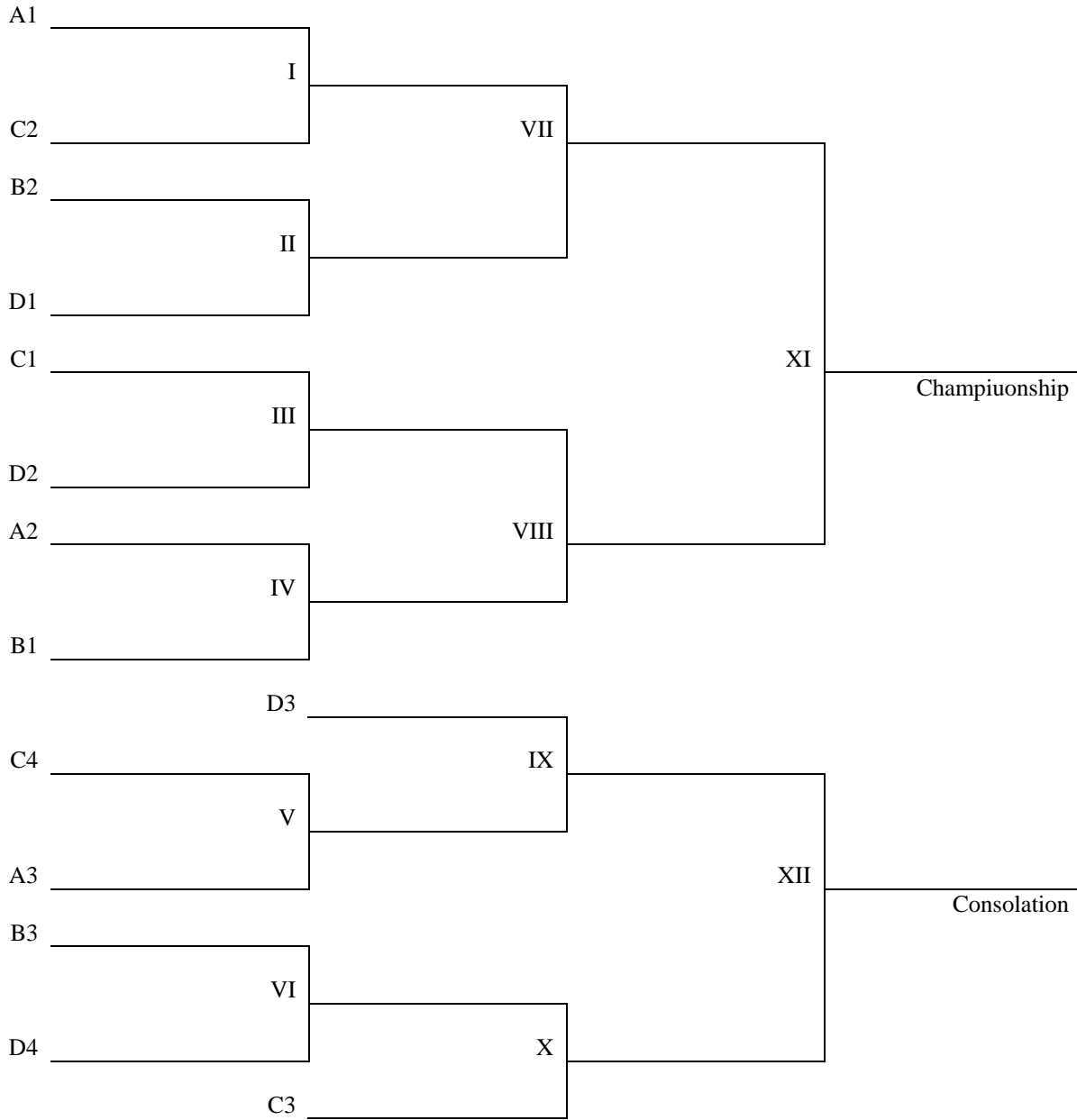
- XI Ct1 Win VII vs. Win VIII Ref: L-VII
- IX Ct3 Win IV vs. C3 Ref: L-VIII
- X Ct4 Win V vs. Win VII Ref: L-VI

Round 4

- XII Ct3/4 Win IX vs. Win X Ref: L-IX and X

14 Team Tournament

2 Pools of 3 teams, 2 Pools of 4 Teams, on 4 Courts



14 Team Tournament

2 Pools of 3 teams, 2 Pools of 4 Teams, on 4 Courts

Pool	A	B	C	D
	1	2	3	4
	7	5	8	6
	12	11	10	9
	X	X	13	14

Round 1

- I Ct1 A1 vs. C2 Ref: D2
- II Ct2 B2 vs. D1 Ref: A2
- V Ct2 C4 vs. A3 Ref: D3
- VI Ct4 B3 vs. D4 Ref: A3

Round 2

- III Ct1 C1 vs. D2 Ref: L-I
- IV Ct2 A2 vs. B1 Ref: L-II
- IX Ct3 Win V vs. D3 Ref: L-V
- X Ct4 Win VI vs. C3 Ref: L-VI

Round 3

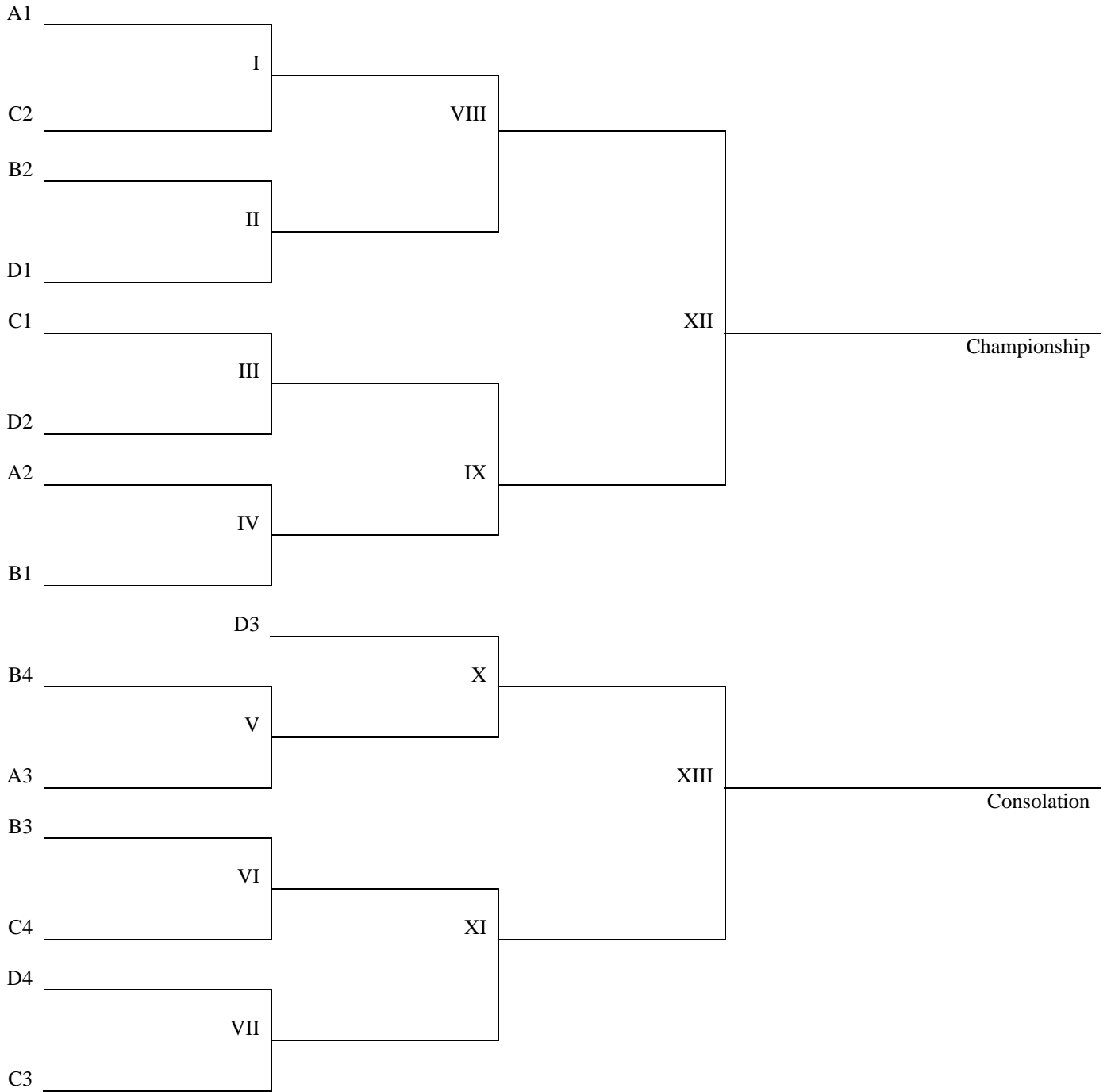
- VII Ct1 Win I vs. Win II Ref: L-III
- VIII Ct2 Win III vs. Win IV Ref: L-IV
- XII Ct3/4 Win IX vs. Win X Ref: L-IX/X

Round 4

- XI Ct1 Win VII vs. Win VIII Ref: L-VII/VIII

15 Team Tournament

1 Pool of 3 Teams, 3 Pools of 4 Teams, on 4 Courts



Pool	A	B	C	D
	1	2	3	4
	7	5	8	6
	12	11	10	9
	X	13	14	15

15 Team Tournament

1 Pool of 3 Teams, 3 Pools of 4 Teams, on 4 Courts

Round 1

I Ct1 A1 vs. C2 Ref: D2
II Ct2 B2 vs. D1 Ref: A2
V Ct3 B4 vs. A3 Ref: D3
VI Ct4 B3 vs. C4 Ref: D4

Round 2

III Ct1 C1 vs. D2 Ref: L-I
IV Ct2 A2 vs. B1 Ref: L-II
X Ct3 Win V vs. D3 Ref: L-V
VII Ct4 D4 vs. C3 Ref: L-VI

Round 3

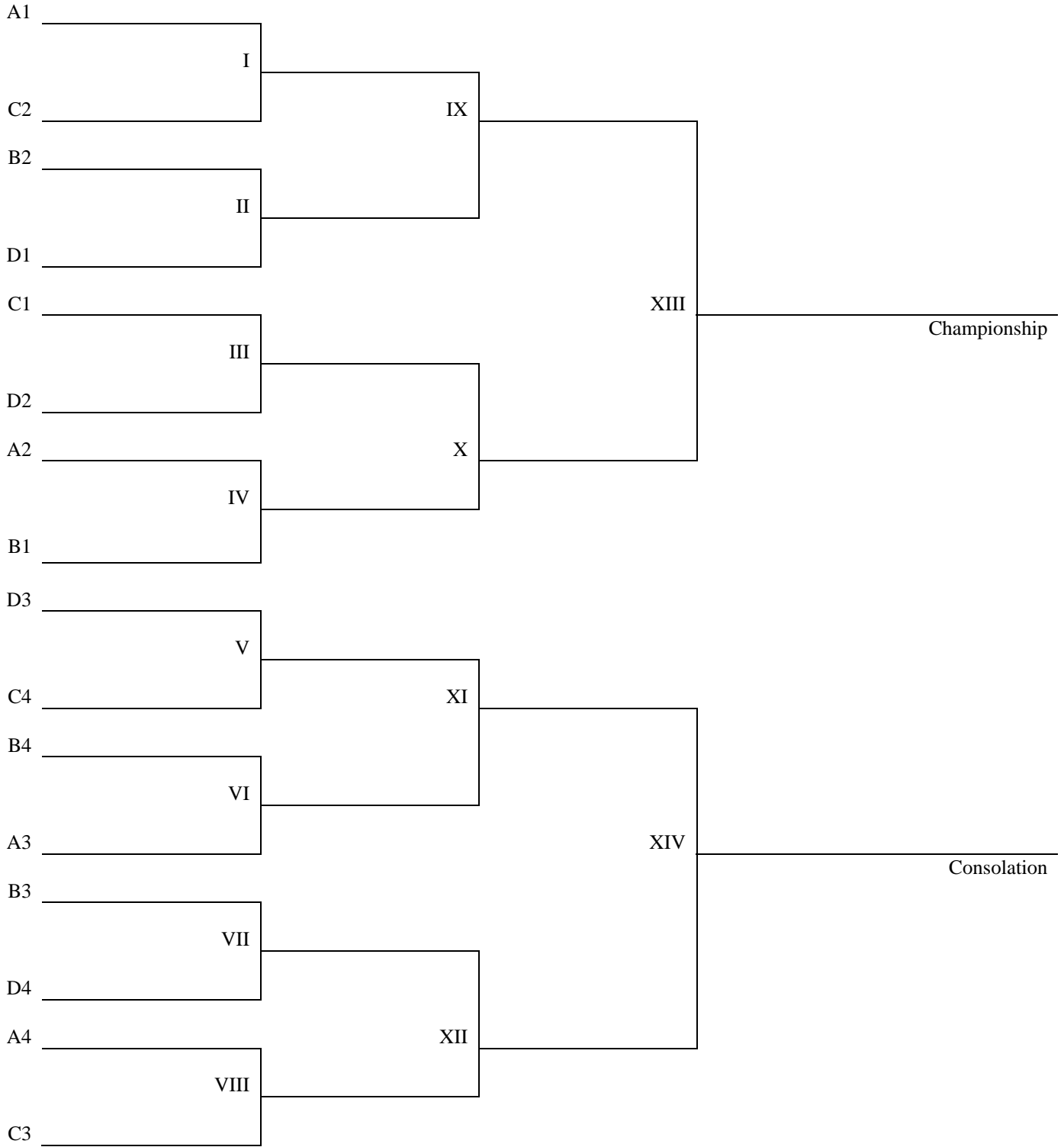
VIII Ct1 Win I vs. Win II Ref: L-III
IX Ct2 Win III vs. Win IV Ref: L-IV
XI Ct3 Win VI vs. Win VII Ref: L-VII/X

Round 4

XII Ct1 Win VIII vs. Win IX Ref: L-VIII/IX
XIII Ct3 Win X vs. Win XI Ref: L-XI

16 Team Tournament

4 Pools of 4 Teams on 4 courts



Pool	A	B	C	D
	1	2	3	4
	7	5	8	6
	12	11	10	9
	15	13	16	14

16 Team Tournament

4 Pools of 4 Teams on 4 courts

Round 1

I Ct1 A1 vs. C2 Ref: D2
II Ct2 B2 vs. D1 Ref: A2
V Ct3 D3 vs. C4 Ref: D4
VI Ct4 B4 vs. A3 Ref: A4

Round 2

III Ct1 C1 vs. D2 Ref: L-I
IV Ct2 A2 vs. B1 Ref: L-II
VII Ct3 B3 vs. D4 Ref: L-III
VIII Ct4 A4 vs. C3 Ref: L-IV

Round 3

IX Ct1 Win I vs. Win II Ref: L-III
X Ct2 Win III vs. Win IV Ref: L-IV
XI Ct3 Win V vs. Win VI Ref: L-VII
XII Ct4 Win VII vs. Win VIII Ref: L-VIII

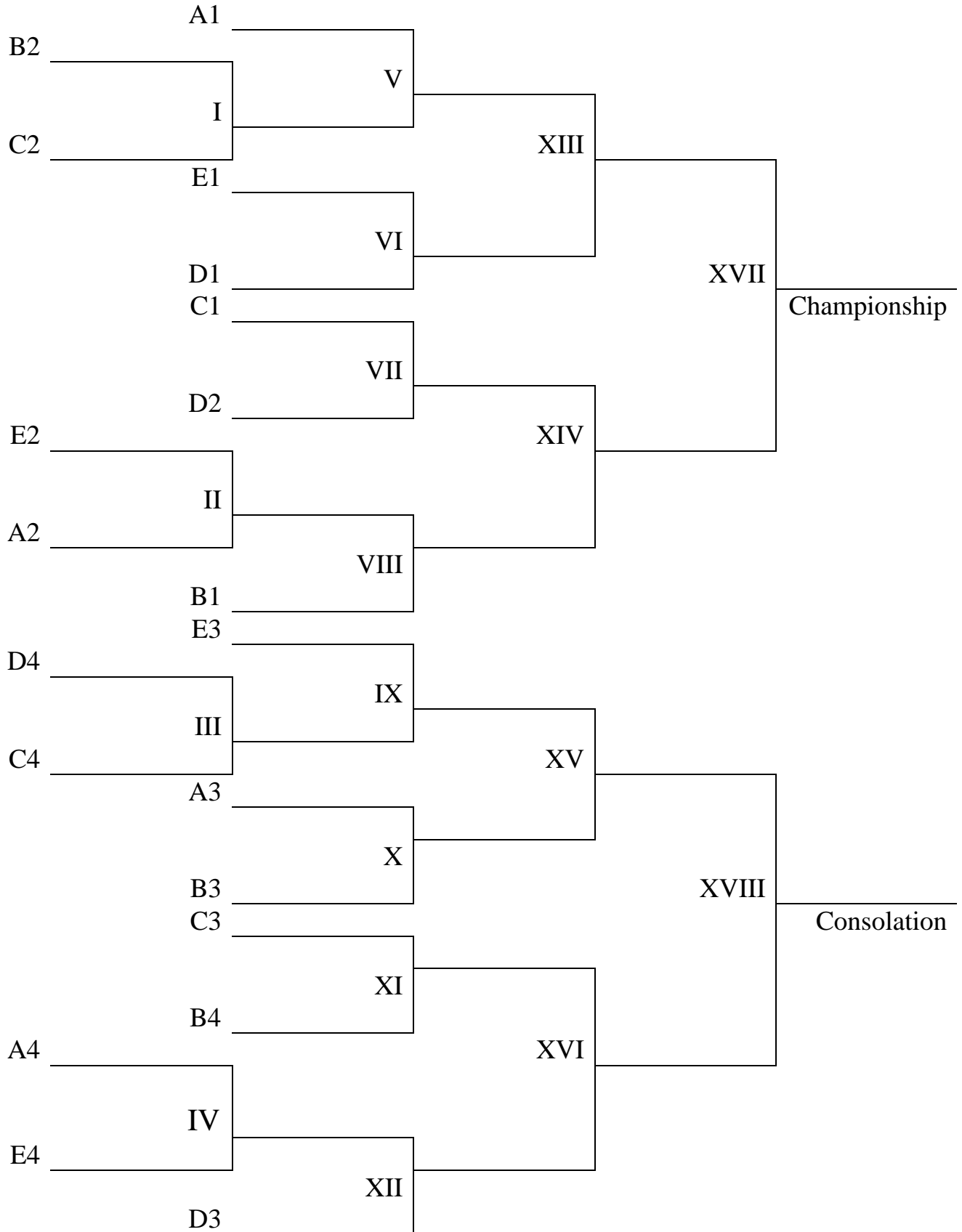
Round 4

XIII Ct1/2 Win IX vs. Win X Ref: L-IX/X
XIV Ct3/4 Win XI vs. Win XII Ref: L-XI/XII

20 Team Tournament**

5 Pools of 4 Teams on 5 Courts

**Tournament using this format MUST start pool play at 8:00am



20 Team Tournament**

5 Pools of 4 Teams on 5 Courts

**Tournament using this format MUST start pool play at 8:00am

Pool	A	B	C	D	E
	1	2	3	4	5
	8	10	9	6	7
	15	14	13	12	11
	17	16	19	20	18

20 Team Tournament Bracket Playing Schedule

Round 1

- I Ct1 B2 vs. C2 Ref: A1
- II Ct2 E2 vs. A2 Ref: B1
- VI Ct3 E1 vs. D1 Ref: D2
- III Ct4 D4 vs. C4 Ref: E3
- IV Ct5 A4 vs. E4 Ref: D3

Round 2

- V Ct1 Winner I vs. A1 Ref: L-I
- VIII Ct2 Winner II vs. B1 Ref: L-II
- VII Ct3 Winner II vs. B1 Ref: L-VI
- X Ct4 A3 vs. B3 Ref: L-III
- XI Ct5 C3 vs. B4 Ref: L-IV

Round 3

- XIII Ct1 Winner V vs. Winner VI Ref: L-V
- XIV Ct2 Winner VII vs. Winner VIII Ref: L-VII/VIII
- IX Ct3 Winner III vs. E3 Ref: L-X
- XII Ct4 Winner IV vs. D3 Ref: L-XI

Round 4

- XVII Ct1 Winner XIII vs. Winner XIV Ref: L-XIII/XIV
- XV Ct3 Winner IX vs. Winner X Ref: L-IX
- XVI Ct4 Winner XI vs. Winner XII Ref: L-XII

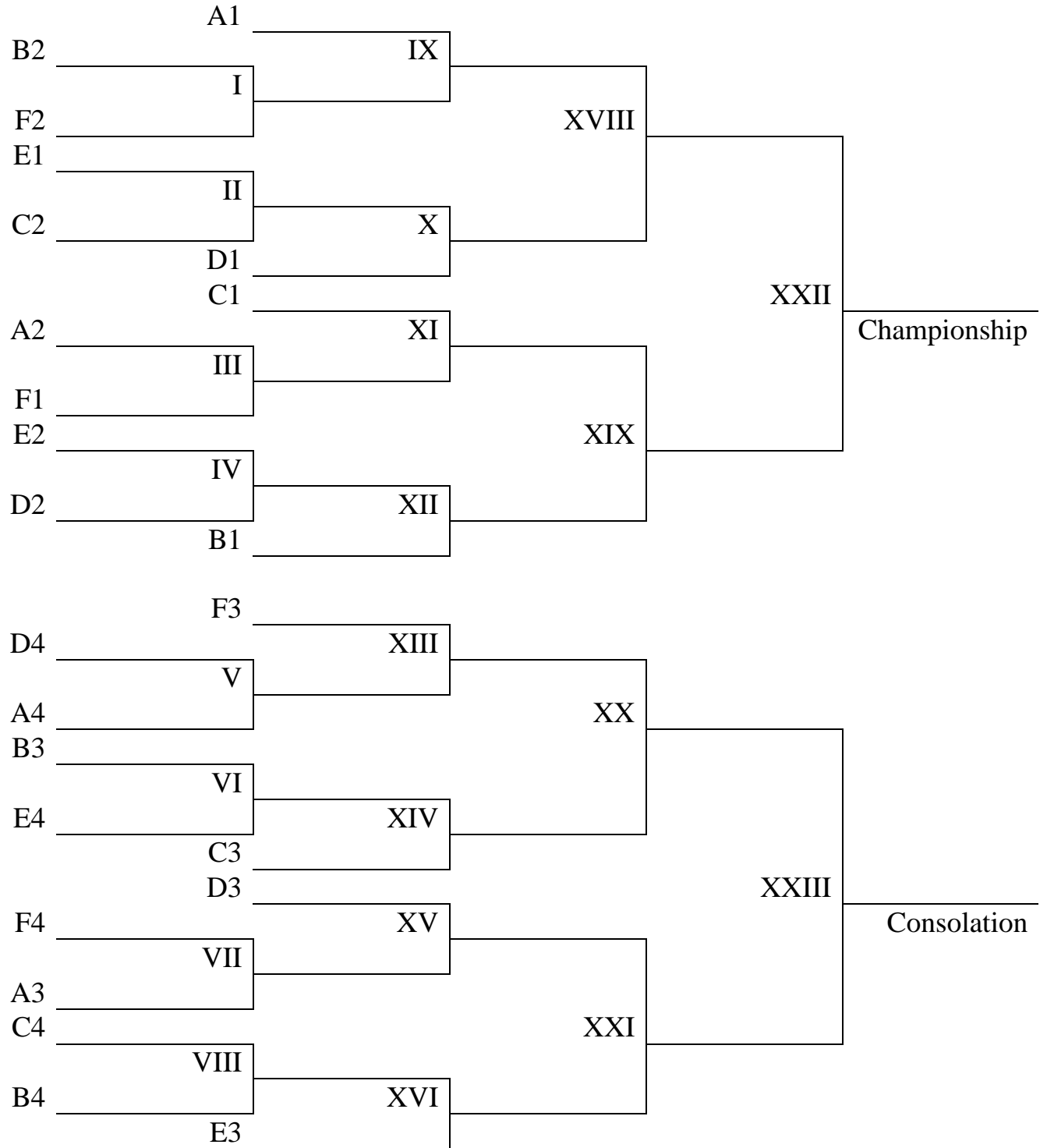
Round 5

- XVIII – Ct3/4 Winner XV vs. Winner XVI Ref: L-XV/XVI

24 Team Tournament**

6 Pools of 4 Teams on 6 Courts

**Tournament using this format MUST start pool play at 8:00am



24 Team Tournament**

6 Pools of 4 Teams on 6 Courts

**Tournament using this format MUST start pool play at 8:00am

Pool	A	B	C	D	E	F
	1	2	3	4	5	6
	11	9	12	10	7	8
	18	17	16	15	14	13
	20	22	19	21	24	23

24 Team Tournament Bracket Playing Schedule

Round 1

- I Ct1 B2 vs. F2 Ref: A1
- II Ct2 E1 vs. C2 Ref: D1
- III Ct3 A2 vs. F1 Ref: C1
- V Ct4 D4 vs. A4 Ref: F3
- VI Ct5 B3 vs. E4 Ref: C3
- VII Ct5 F4 vs. A3 Ref: D3

Round 2

- IV Ct1 E2 vs. D2 Ref: L-I
- X Ct2 Win II vs. D1 Ref: L-II
- XI Ct3 Win III vs. C1 Ref: L-III
- VIII Ct4 C4 vs. B4 Ref: L-V
- XIV Ct5 Win VI vs. C3 Ref: L-VI
- XV Ct6 Win VII vs. D3 Ref: L-VII

Round 3

- XII Ct1 Win IV vs. B1 Ref: L-IV
- IX Ct2/3 Win I vs. A1 Ref: L-X/XI
- XVI Ct4 Win VIII vs. E3 Ref: L-VIII
- XIII Ct5/6 Win V vs. F3 Ref: L-XIV/XV

Round 4

- XIX Ct1 Win XI vs. Win XII Ref: L-XII
- XVIII Ct2/3 Win IX vs. Win X Ref: L-IX
- XXI Ct4 Win XV vs. Win XVI Ref: L-XVI
- XX Ct5/6 Win XIII vs. Win XIV Ref: L-XIII

Round 5

- XXII Ct1/2/3 Win XVIII vs. Win XIX Ref: L-XVIII/XIX
- XXIII Ct4/5/6 Win XX vs. Win XXI Ref: L-XX/XXI