

# Tournament Rules

1. There will be no coaches meeting.
2. The protest committee will be appointed by the tournament director if needed.
3. Team pools, brackets and results will be posted & updated online at AES and PC Kiosk at the venue. It is responsibility of the team coach to know if tie-braker will be played as well as working schedule.
4. Captains meeting and the coin toss will be at each court at 7:50 AM and 2:20 PM. Warm ups will be 2-4-4 for every match.
5. At pool play team will play 2 out of 3 sets from 0 to 25. If there is a 3rd set needed to decide the match winner it will be 15-points tie braker set with team changing sides at 8 points.
6. Three team pools after finishing pool play will play cross-matches according to the schedule. If there is a single 3 team pool the matches will be 3 sets to 25 regardless of number of wins that any team has.
7. All sets including tie-brakers require a win by 2 points with no cap.
8. The pursuit rule is not in effect at any court.
9. 12's & Under divisions will play on a 7'0" high net with a volley-lite volleyballs. Step in during serve is allowed.
10. Each team must immediately report to the table at the court where they are scheduled to play. They will provide R2, two Scorekeepers and two Line Judges. These may be changed in between sets as long as it is done quickly and with the referees knowledge and approval.
11. An impact certified adult or coach must be at the referee table at all times while the work team is performing thwir duties. This can be the R2.
12. Rules to assign the team rank in the pools after finishing the pool play are:
  13. a. Pool match record
  14. b. Head to Head result from the pool
  15. c. Won-Loss ratio for total number of sets played in the pool (wins/total sets)
  16. d. Point Percentage (a team's total points scored divided by the total points scored by the opponents)
  17. e. Coin Toss
18. Tie Breakers - A single 15 Point Tie Breaker set, (a win by 2 points with no cap) will be held to determine the finish in the pool for advancement into bracket play if teams are tied based on the pool match record. No side change during the set.
19. Be sure to check status of your team before you leave. If your team is incomplete for a tie brakers you will forfeit the match. If all teams are incomplete they will be ranked following rule 11.
20. All Sunday matches will be best 2 out of 3 to 25 with 15 points tie braker. Win by 2, no cap.
21. A team's failure to have a complete officiating crew—including a rostered adult for that team—available and on time for an officiating assignment could result in the team having to forfeit the first game of it next match. For every minute an officiating team is late to fulfill its assignment, one point will be awarded to that team's next opponent in the first game of the next match for up to 25 points. No more than 25 points will be awarded to the team's next opponent, even if the team designated to officiate misses the entire match. The time that determines how many penalty points are assessed begins at the start of the receiving team's up. A team will forfeit its entire next match for failing, a second time, to have an officiating crew available on time for an officiating assignment. An adult listed on the event roster must be present at courtside while any members of the team are officiating. Penalties for missing officiating assignments do not apply to a team that misses a three-way tie-break when leaving a site before determination of a tie-break is necessary. If a team misses an officiating assignment for the match following a tie-break, or a leaves after playing the first tie-breaking game but before officiating the second tie-break, they are not allowed to advance out of their pool. Losing the opportunity to advance by not being present for the tie-break is considered the penalty for the team.

## PROCEDURES FOR BREAKING TIES

At the conclusion of a pool, the pool finish positions of the teams are determined by their pool match records.

- If there is a tie in match record among 2 or more teams in the pool, tie(s) will be resolved using the GJNC National Tie Break Rules.
- Even in 3 team pools where all 3 sets are required to be played, match record - not set record - will determine a team's finish in the pool.

### TWO-WAY TIES: 2 teams tied in match record

There will be no tie breaker sets. The higher finishing team will be the team that won the pool play match between the 2 tied teams (head-to-head). This is the procedure for all two-way ties, even when one (1) team might still win a bid.

### THREE-WAY TIES: Where no team can advance OR Non-Elimination Scenarios

If 3 or more teams are tied in match record, the ties are broken by applying the following steps, in order, without repeating any step, except when two (2) teams remain tied when all steps in the process have been exhausted.

- Pool match record.
- Head-to-head results. (Pool larger than 4 teams.) Applied when a team has either defeated or lost to all teams with which it is tied.
- Set percentage (sets won divided by total sets played). This is done by determining each team's set percentage (divide each team's total sets won in the pool by the total sets played). The team with the highest set percentage is first.
- If some or all of the teams have the same set percentage, then determine the point percentage of the teams that are still tied

- (divide each team's total points scored by the total points scored by all the team's opponents in that pool).
- Should 2 teams remain tied, the result of their Head-to-Head match will break the tie.
  - **THREE-WAY TIES:** Where 1 or more teams may advance

There are several scenarios in which three-way ties can occur. The resolution for each tie breaker scenario depends on both the number of teams that can advance to win a bid from the pool, AND which pool finish position is at stake for the tied teams.

### SEEDING TIE BREAKER SETS

The seeds for teams tied in match record involved in the tie breaker sets are determined by:

□ **Set percentage:** The total number of sets played in the pool (sets won divided by total sets played). The team with the highest set percentage is seeded highest. If the teams are still tied:

**Point percentage:** Each team's total points scored divided by the total points scored by the team's opponents in that pool.

The team with the highest point percentage is seeded first. If the teams are still tied:

Should two (2) teams remain tied, the result of their Head-to-Head match will break the tie.

### PLAYING TIE BREAKER SETS

#### Scenario One – 1 Team Advances

- All tied teams will participate in tie breaker sets.

- Set 1: the #2 seed will play the #3 seed, and the #1 seed will officiate. The loser of Set 1 will be in position #3 of the tied teams and will officiate the next tie breaker set.
- Set 2: the winner of Set 1 will play the #1 seed and the loser of Set 1 will officiate. The winner of Set 2 will be in position #1 of the tied teams and the loser will be in position #2. If, for any reason at the start of the warm up period for the receiving team (second warm up period), 1 of the tied teams is unavailable for the resolution of the tie at the time the court official is ready to proceed, that team will automatically become 3<sup>rd</sup> of the tied teams and the other 2 teams will play one (1) tie breaker set. “Unavailable” is defined for a team playing in the tie-breaker set as not having a legal roster to begin a match. For a team assigned to officiate a tie-breaker set, a team must have every required position covered.

#### Scenario Two – 2 Teams Advance

- The #1 seed does not have a playoff set. The #1 seed finishes in position #1 of the tied teams.
- The #2 seed will play the #3 seed and the #1 seed will officiate. The winner will be in position #2 of the tied teams and the loser of this set will be in position #3 of the tied teams. If, for any reason at the start of the Second Warm up Period, 1 of the tied teams is unavailable for the resolution of the tie at the time the court official is ready to proceed, that team will be ranked third of the tied teams. The remaining teams will finish 1<sup>st</sup> and 2<sup>nd</sup> in the pool based on the tie breaker seeding process. No other penalty will be applied and no tie breaker set is played. “Unavailable” is defined for a team playing in the tie-breaker set as not having a legal roster to begin a match. For a team assigned to officiate a tie-breaker set, a team must have every required position covered.

Scenario Three – Ties Involving More Than 3 Teams  
Within a pool, should a tie occur involving more than 3 teams, the process for breaking that tie should be coordinated by NQ staff with a member of the USAV Events Department prior to the start of the event.

#### FORMAT FOR TIE BREAKER SETS

- Tie break sets are played to 15 points with one (1) team winning by two (2) points, no cap.
- Teams will NOT switch sides.

#### PENALTIES FOR MISSED TIE BREAKER SETS

It is the responsibility of a team's coach to know if there is a potential tie in pool play finish and to have his/her team available courtside for tie breaker sets as soon as the last match of the pool is finished. Play of tie breaker sets will not be delayed in order to locate a team or provide time for a team to return to the court. "Unavailable" is defined for a team playing in the tie-breaker set as having a legal roster to begin a match. For a team assigned to officiate a tie-breaker set, a team must have every required position covered. In a three-way tie, where 1 or more teams is not at courtside at the finish of the last match of the pool, the teams remaining will play for position, if necessary.

- The team(s) that left will finish lower than the team(s) that remained.
- The position of the team(s) that left will be determined following the tie break procedure as it pertains to the pool and advancing positions available.
- There are no other penalties for a team that is not present for tie breaking sets.

## 1. CO-ED PLAY

### 2. REVERSE CO-ED PLAY

The Domestic Competition Regulations as Presented by USAV in general shall govern play for females and males on the same team with the following exceptions:

2.1 The serving order and positions on the court at service shall be male and female alternated or vice-versa.

2.2 When the ball is played more than once by a team, a male player shall make at least one of the contacts. Contact of the ball during blocking shall not constitute playing the ball. There is no requirement for a female player to contact the ball, regardless of the number of hits by a team.

2.2.1 If a team contacts the ball more than one time during offensive action, one of the contacts must be by a male player, but there is no restriction preventing all three team hits from being made by male players. Contact of the ball during blocking action does not count as one of the three team hits. Therefore, after a block, a female player may play the ball back over the net as such contact would be considered the first team hit.

2.2.2 A ball contacted more than once by a team, without male player having contacted it, remains live and does not become an illegal hit until it fully crosses the plane of the net or is contacted by an opponent.

2.3 Uniforms of players shall be identical within the following provisions:

2.3.1 All female players shall be attired in identical jerseys and shorts or one-piece uniforms.

2.3.2 All male players shall be attired in identical jerseys and shorts or one-piece uniforms.

2.3.3 All uniforms shall be numbered in compliance with USAV Rule 4.3.3. There shall be no duplicate numbers, regardless of color of the jerseys or gender of the player.

2.4 When only one female player is in the front row at service, one female back-row player may be forward of the attack line for the purpose of blocking. The remaining female back-row player must be behind the attack line until the ball has been contacted by the blocker(s) or has been hit in such a manner that no block is possible. Commentary: If a back-row player is not participating in a block, there is no restriction on both back-row female players being in the attack zone.

2.4.1 The provisions of Rule 13.2.2 shall govern female back-row players when playing the ball in other than blocking actions.

**2.4.2 No male player may participate in a block.**

**2.5 Male players may attack the ball from above the height of the net and direct it to enter the opponent's court so long as the ball has an upward trajectory immediately after contact.**

2.6 The height of the net for reverse co-ed play shall be 2.24 m (7'41/8").