

## Apple Valley Mid-Winter Fest Women's VB Tournament - Rules & Format 2019

- A. Pool Play is 2 games to 21 points, winning by 2 (unless 23-point cap is reached). There is a 35-minute time limit. Rally scoring will be used for all tournament games.
- B. A game affected by a time limit must continue until one team has scored at least 8 points and is ahead by at least 2 points.
- C. Three points will be awarded after each Pool Match: 1 point to each game winner & 1 point for the team who has a higher point total in the 2 games (if tied then each team receives 1 ½ points).
- D. **After pool play ALL 4 TEAMS will advance to the playoffs. Tie-breaking order:** 1) Total Match Points in Head-to-Head matches against tied teams; 2) Total Games Won; 3) Total Point Differential – maximum of 10 per game, 20 per match; 4) Coin Flip. When possible teams will not be placed in the same play-off bracket as teams from their original pools.
- E. The playoff round will be single elimination, with teams playing the best 2 out of 3 game matches to 25 points (27-point cap), the third game, if needed, will be up to 15 points (17-point cap). Round 1 & Round 2- time limit 1 hour. ***The time limit will be waived for ALL championship matches.***
- F. The 1<sup>st</sup> place team will each receive tournament T-shirts and a restaurant gift card. (\$50) The 2<sup>nd</sup> place teams will receive a team Gift card. (\$35.00)
- G. **MRPA playing rules apply. Exceptions or points of emphasis are:**
- A grace period will only be given for each team's first match (5 minutes for game 1, 5 minutes for game 2). If there are four team members on the court at match time, or during the grace period, the match must begin. **Teams may play with less than 6 players at any time. Teams must have a minimum of 4 players or will need to forfeit.**
  - Forfeited games are listed as 10-0.
  - **The referee will start matches ahead of schedule if both teams are ready to play. (Be ready to play, play-off games may be moved up 30 minutes from the scheduled times if a court and official are available for all play-off games your teams should be ready 30 minutes ahead of schedule if the previous game is complete. Let's keep games on time OR ahead of time!**
  - A five-minute warm-up will be given for the team's first match of the tournament.
  - Coin flip determines serve, receive and side for game one (and three if necessary in playoffs).
  - Teams are encouraged to supply one line judge during their games. If two line judges cannot be found, the match will not have ANY line judges.
  - Teams are allowed one 30 second time out per game during Pool Play, and two 30 second time outs per game during Playoffs. Time outs may not be called in the last two minutes of the match.
  - **Teams are encouraged to wear similar colored jerseys.** Numbered jerseys are also recommended. Numbers taped on jerseys is not allowed / permanent markers are acceptable).
  - Teams may use a Libero player (back-row specialist), and the Libero may serve.
  - It is not a fault if a player touches the net that is forced into them by a driven ball. Contact with the net by the player between the antennae during the action of playing the ball is a fault. The action of playing the ball includes (among others) take-off, hit, blocking or attempting to block, hitting (or attempting to hit) and landing. Hair touching the net is not a fault. However, the ball touching hair as it goes out of bounds is a touch.

***In the best interest of the tournament, the Tournament Directors reserve the right to make decisions which may or may not be covered by one of the above.***