

Apple Valley Mid-Winter Fest Volleyball Tournament - Rules and Format 2016

- 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. **The two teams who have the highest match point totals in their pool advance to the playoffs.** 3rd & 4th place teams in Pool Play will advance to a separate play-off as well. **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.
- E. The playoff round will be single elimination, (Co-rec upper) & single elimination with consolation for (Co-rec lower) with teams playing the best 2 out of 3 game matches to 25 points (27-point cap), and a 60-minute time limit. The third game, if needed, will be up to 15 points (17-point cap). ***The time limit will be waived for the championship match.***
- F. The 1st place team will each receive tournament T-shirts and a restaurant gift card. (\$60) The 2nd place teams will receive a team Gift card. (\$40.00)
- 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. *At all times of the tourney, a team cannot play with more men than women, but may play with more women than men.* Teams may play with less than 6 players at any time.
 - 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 15 minutes from the scheduled times if a court and official are available for all play-off games your teams should be ready 15 minutes ahead of schedule if the previous game is complete. Let's keep games on 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).**
 - Blocking: If there is only one male in the front row, a male from the back row may come up to help block, but may not spike, attempt to spike, or fake a spike.
 - Teams may use a Libero player (back-row specialist), and the Libero may serve.
 - Insignificant contact with the net is not a fault. A player who is not directly involved with the play may contact the net without being whistled.

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.