

Dubuque Senior High Volleyball Tournament

16s/17s Combined

Saturday, February 29, 2020

Pool Assignments and Schedule

*Coaches Meeting at 7:40am; All rosters must be submitted at this time

*Pool A: All matches will be 3 sets regardless of outcome, starting 4 to 4, score to 25, no cap

*Pools B, C, and D: All teams will play 2 sets to 25, score starting at 4 to 4, no cap

*Top 3 teams from EACH pool will advance to bracket playoff

*Pool A and Pool B will be held in the Nora Gym, Pool C and Pool D in Lower Gym

*Tie-breaking procedures will comply with Iowa Region and are listed below

*All teams have been seeded using tournament points reported to the Iowa Region as of 7pm on February, 20, 2020.

Pool A	Pool B	Pool C	Pool D
1 Iowa Rockets 15R	1 Galena Defenders 15U	1 DBQ Elite Panthers 16	1 DBQ Elite Mayhem 17G
2 Rampage 17U	2 Legit 17G Black	2 Iowa Rockets 17 Black	2 Flight VBC 16U
3 Dubuque Power 16U	3 Net Ninjas 17	3 Liberty All-Stars 17U	3 Cascade 16U
	4 Cuba City Power 17U	4 Southwest Attack 17U	4 DBQ Elite Net-Threats 17U

Pool A ONLY Pool Play Schedule	Teams		Officials	Time	5-5-1 Warm-up 1 st match, 3-3-1 remaining
	1	3	2	8:00am	
	2	3	1	9:30am	
	1	2	3	11:00am	

*The tournament will move ahead of schedule if time allows.

Pool B Pool C Pool D Pool Play Schedule	Teams		Officials	Time	5-5-1 Warm-up Period for 1 st match; 3-3-1 Warm-up Period for remaining matches
	4	1	2	8:00am	
	2	3	4	8:45am	
	4	2	3	9:30am	
	1	3	4	10:15am	
	2	1	3	11:00am	
	3	4	1	11:45am	

*The tournament will move ahead of schedule if time allows.

ARTICLE VIII – PLAYOFF FORMATS & TIE BREAKERS

Iowa Region tournaments generally take 4 teams from each pool to playoffs. If you choose to take fewer teams, you must notify the Iowa Region when you apply for tournament sanction. This information must be given to team reps before the tournament, as it may affect their decisions in entering tournaments, as well as how they make their lineups.

Finals should be scheduled to start no later than 8:00 pm.

A Championship and Consolation bracket may be used for playoffs; however, a consolation bracket is not required, depending on the number of teams participating in the tournament. Due to time constraints, no more than 8 teams should be in the Championship bracket.

When teams are tied to determine either 1) one team advances to playoffs and the other goes home after pool play, OR 2) one team advances to the Championship bracket, and the other goes to the consolation bracket, further competition MUST take place unless clearly stated in advance in the tournament regulations.

Tiebreaking Procedures to determine playoff positions. This is the method most often employed for determining tie breakers in the Iowa Region. Different variations for determining tie breakers can be found in the USAV Domestic Competition Regulations (rule book); if a tournament uses different criteria, it must be stated at the beginning of the event. Teams should NOT be eliminated from assignment to the Championship bracket by point differential or any other non-competitive system.

Tied Teams both qualify for playoffs (both qualify for Championship bracket or both qualify for Consolation bracket) but, are tied for position. Teams tied for a position in the same bracket should not compete in a playoff set to determine position. Tie breaking criteria differs if you are using match play during pool play (win 2 out of 3) or simply playing 2 sets in pool play. Position assignment should be determined by:

a) If playing 2 sets only during pool play:

(1) Results of the match(es) between the tied teams, first on the won-lost record, and second on the point spread of the match(es).

(2) If still tied, comparison of the point differential based on the total round robin competition. Point differential should be determined by subtracting the total points gained by opponents from the total points earned by the team. The highest remainder should be considered the superior team for tie-breaking purposes.

(3) If still tied, position shall be determined by coin toss.

b) If playing match play (2 out of 3) in pool play:

(1) Head to head results.

(2) Set percentage (sets won by team divided by total sets played).

(3) Point percentage (total points earned by the team in pool play divided by total points earned by the team's opponents in pool play).

More teams tied for a playoff position than there are positions. The tied teams must compete for the position in further direct competition. Direct competition must take place to determine which tied team will go to the Championship bracket vs. the Consolation bracket, or to determine which tied team will advance to a playoff bracket vs. which team will be finished after pool play.

In direct competition to determine tie breakers for a playoff positions, at least one additional 25 point set should be played. Teams will change sides at 13 point. No cap shall be in effect. Where tournament guidelines stipulate, a 15 point set may be used.

Examples of tie-breaking procedures:

a) Two teams tie for last position: one 25 point set.

b) Three teams tie for last position in a playoff bracket: the team with the highest point differential (Team #1) shall receive a bye. Teams 2 & 3 shall play one 25 point set, and the winner of that set plays Team #1 in a 25 point set to determine who will receive the last position. Two 25 point sets total to break tie.

c) Four teams tie for last position: As determined by point differential, Team #1 vs. Team #4 will play a 25 point set; Team #2 vs. Team #3 in a 25 point set; winners play a 25 point set to determine who will receive the last position. Three 25 point sets total to break tie.

d) Three teams tie for two playoff positions: The team with the highest point differential will receive the first playoff position. The other two teams shall play one 25 point set for the remaining playoff position. If all three teams are tied based on head-to-head competition and point differential, follow the procedure outlined in 4b (Team #1 with the bye determined by a coin flip).

POOL A	Rockets 15R	Rampage 17U	Power 16U	BYE		Score/Result	Sets Won
Rockets 15R	X			X			
Rampage 17U		X		X			
Power 16U			X	X			

POOL B	Defenders 15U	Legit 17G Black	Net Ninjas 17	Cuba City Power 17U		Score/Result	Sets Won
Defenders 15U	X						
Legit 17G Black		X					
Net Ninjas 17			X				
Cuba City Power 17U				X			

POOL C	DBQ Elite Panthers 16	Rockets 17 Black	Liberty All- Stars 17U	Southwest Attack 17U		Score/Result	Sets Won
DBQ Elite Panthers 16	X						
Rockets 17 Black		X					
Liberty All-Stars 17U			X				
Southwest Attack 17U				X			

POOL D	DBQ Elite Mayhem 17G	Flight VBC 16U	Cascade 16U	DBQ Elite Net-Threats 17U		Score/Result	Sets Won
DBQ Elite Mayhem 17G	X						
Flight VBC 16U		X					
Cascade 16U			X				
DBQ Elite Net-Threats 17U				X			