2015 U18 Regional Championships

Sunday - April 19, 2015

Playing Site: HUB Sports Center
19619 E. CataldoLiberty Lake, WA 99016
Start Time: 8:00 am – doors open @ 7:00 am
Coaches' Meeting: 7:30 am** Unless otherwise noted

U18 Format: We will be using a power format including a single round of pool-play, then end with single elimination bracket play to finish the day. The winner of the tournament will win the U18 bid, and will trickle down throughout the Gold bracket if the tournament winner is not interested in taking the bid.

U17 Bid Format: Three U17 teams expressed interest in playing for the National bid, and will participate in Pool B in which the U17 with the best record against the U17 teams in pool play will win the bid. The game against the U18 team in the pool will NOT count towards the BID record ONLY for bracket seeding. They will then be seeded according to their overall pool record into bracket play with all other teams.

Ties will be broken using the USAV Qualifier Manual tie-breaking procedures. Please check with your site director if you have questions regarding these steps.

Warm-ups are 5-5 for the first two rounds of pool play, and then 3-3 after that. Serving must be done within this time.

Prizes: Prizes will be awarded to the 1st place team in all divisions, plus the 2nd place team in the Gold division. Please make sure to go to the Championship Desk to get your prize.

GENERAL

- Food can be brought into the facility, but no plug-in devices are allowed. Please clean up your messes! Please limit your team food to 2 containers per team (one cooler/one dry food tote) at each site—there are lots of teams and we need to limit our "stuff" so that everyone can share the space. Tables are OK.
- Low-profile chairs (ie: camp chairs) are OK for courts without seating.
- A tournament representative will check you in and out. Please make sure to find someone before you leave so we can assure that your area is clean and that you haven't forgotten anything!
- NO GUM on courts!
- No pets are allowed in the facility.
- WATER ONLY (no food/other drinks) IS ALLOWED ON THE PLAYING SURFACE—THIS INCLUDES THE SCORER'S TABLE!! Sports drinks are NOT water and are sticky when spilled.
- Please supervise all children.
- There is a potential for a USA bid reallocation. Please see the Championship Desk for more information.

VENDORS: Zome Designs will be providing the championship shirts and will be selling merchandise at the HUB.

Strideline sock company will be selling merchandise at the HUB.

U18 POOL PLAY

CM 1-11am

CM 2-12pm **CM 3**-12 pm F3 v G3

F1 v G2

G1 v F2

Ref-F2

Ref-G3

Ref-F3

Court 6 Court 7

Court 6

	Pool A- Court 1					
Seed	#	Team Name	Team ID			
1	1	Catalyst 18	fj8ctlst1ev			
8	2	Spokane Sky 18-1 Black	fj8spsky1ev			
9	3	NI Thunder 18 Travel	fj8nidth1ev			
16	4	NCWVBC 18 Gold	fj8ncwvb1ev			
Pool C- Court 3						
Seed	#	Team Name	Team ID			
3	1	MVA 18 National	fj8mtvbc1ev			
6	2	Big Sky 18-1 Navy	fj8bgsky1ev			
11	3	VIP Jrs. 18	fj8vipjr1ev			
14	4	CW Elite 18	fj8cwelt1ev			
Pool E- Court 5						
Seed	#	Team Name	Team ID			
17	1	Columbia Jrs 18 Black	fj8colum1ev			
18	2	MVA 18 Elite	fj8mtvba2ev			
23	3	Eclipse 18 Koogeki	fj8eclps1ev			
24	4	Apex 17 Phoenix	fj7apxvb1ev			
Pool G- Court 7						
Seed	#	Team Name	Team ID			
20	1	Rivals 17	fj7rivls1ev			
21	2	Big Sky 18-2 Teal	fj8bgsky2ev			
26	3	Sandpoint 18	fj8point1ev			

Pool B- Court 2					
Seed	#	Team Name	Team ID		
2	1	Columbia Jrs. 17 Black	fj7colum1ev		
7	2	VIP Jrs. 17	fj7vipjr1ev		
10	3	PAC-V 18	fj8pacvb1ev		
15	4	Club ZZU 17 National	fj7cbzzu1ev		
Pool D- Court 4					
Seed	#	Team Name	Team ID		
4	1	Club Lokahi 18-1 AHI	fj8lokhi1ev		
5	2	CPA Adidas 18 Black	fj8cpavb1ev		
12	3	Splash 18	fj8spvbc1ev		
13	4	Club Gold 18 Blue	fj8clgld1ev		
Pool F- Court 6					
Seed	#	Team Name	Team ID		
19	1	Sideout 18	fj8sdtvb1ev		
22	2	Apex 18 Alpha	fj8apxvb1ev		
25	3	Desert 18	fj8desrt1ev		
Crossover Matches					

3 Team Format - Option 1				
Play	Ref			
1 vs 3	2			
2 vs 3	1			
1 vs 2	3			

4 Team Format				
Play	Ref			
2 vs 4	1			
1 vs 3	2			
2 vs 3	4			
1 vs 4	2			
3 vs 4	1			
1 vs 2	3			



