



Sunday, January 8, 2017

Playing Sites: Central Valley HS & University HS

Start Time: 8:00 am – doors open @ 7:00 am

Coaches' Meeting: 7:30 am

GENERAL

- Food can be brought into the facility, but no plug-in devices are allowed. **Please clean up your messes!** Tables are OK.
- Please make sure to find the tournament director before you leave so we can assure that reffing assignments are covered and your area is clean and that you haven't forgotten anything!
- NO GUM on courts! 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.
- No pets are allowed in the facility.
- Please supervise all children.

Volleyball shirts, sweatshirts, dri-fits, leggings etc. will be available for purchase at each site. Cash, check & cards are accepted.

POWER LEAGUE QUALIFER FORMAT

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.

Official and Referee Information: R1's will be provided for all pool matches and bracket play. R2's may be provided...check schedule. Teams must provide R2's, line judges and scorekeeping crews.

Championship games of each bracket will be provided officials in the R1, R2 & line judge positions. Teams must provide scorekeeping crews.

Prizes: Prizes will be awarded to the 1st place and 2nd place team in the Gold bracket, plus the winner of the Silver Bracket.

Pool Play

- Pool play matches are the best 2/3 with no cap. Any ties in in pool finish will be broken per guidelines in the ERVA Tournament Procedures manual.
- The 1st & 2nd place team in each pool will move into the Gold Bracket & will qualify for Power League. Bracket play will determine seeding for the next Power League tournament.
- The 3rd & 4th place team in each pool will move into the Silver Bracket. 6 out of the 10 teams in this bracket will qualify for Power League. Two playoff matches will determine the last 2 teams who qualify for Power League. Bracket play finish will also determine seeding into the next Power League tournament.

Tournament Play

- All tournament play matches are the best 2/3 with no cap.
- While paid officials will be available for many matches, teams that lose in tournament play will need to supply an officiating team for the next round of play unless released by the Site Director.
- Qualifying teams will be awarded Power League points based upon their finish in bracket play. The team that wins the Gold Bracket will receive 1 point and the last team in the tournament will be awarded 16 points for that weekend.
- Qualifying teams will be awarded the Power League multiplier when entering results into the ERVA Ranking System.
- Non-Qualifying teams will be awarded the Power League multiplier when entering results into the ERVA Ranking System for the 1/8/17 Qualifying Tournament.

Power League points will be used to rank teams and:

- To determine the overall winner for Power League – the winner of the series rather than a tournament winner. This is the team with the fewest points.
- For priority seeding the ERVA Region Bid Tournament. Teams not participating in Power League will not be able to have the top seeds in the Bid Tournament.
- For breaking ties in awarding Power League points in the remaining Power League Tournaments.
- **Seeding for the next Tournament**
 - There will be numerous ties in finishes with bracket play. For example, with the Gold Bracket, there will be two teams tied for 3rd and 4 teams tied for 5th. Teams that tie will not be given the same number of Power League points. After application of the tie-breaker procedures, every team in the tournament will be ranked from 1-24.
 - Ties will be broken in the following manner.

- Set win/loss percentage in bracket play ONLY. If there is still a tie, then
- For tournaments two and three, the team with the fewest Power League points will win the tie.
- For the first tournament, points in bracket play will determine the winner of tie. If there is a tie in points for the first tournament, then
- The winner of the tie will be determined by a coin flip.
- Teams that do not show for a tournament will be awarded the minimal number of power league points possible based on their start position. A team who would have started in Pools A/B would be awarded 16 Power League Points while team starting in another bracket would be awarded 24 Power League Points.
- Seeding for the next tournament would be based on Power League Points awarded from the current tournament rather than the overall number of Power League points.

U14 Pools

U14 Pool Play				
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Court Start Time Pool	CVHS Ct.1 Sun 8:00 AM R1P1	CVHS Ct.2 Sun 8:00 AM R1P2	CVHS Ct.3 Sun 8:00 AM R1P3	UHS Ct.1 Sun 8:00 AM R1P4
Team 1	Kahiau U14 Navy (EV)	CLUB ZZU U14 NATIONAL (EV)	CATS 14 Travel (EV)	NI Thunder 14 Gold (EV)
Team 2	Apex 14 Journey (EV)	VIP Juniors 14 (EV)	Splash 14-1 (EV)	NCWVBC 14-1 Gold (EV)
Team 3	Sandpoint 14-1 Red (EV)	Club Gold 14-1 Blue (EV)	Sideout 14-1 (EV)	Club South 14 Gold (EV)
Team 4	CATS 12-1 Black (EV)	Renovators-U13 (EV)	NI Thunder 13 Gold (EV)	Club Gold 13-1 Blue (EV)

Court Start Time Pool	UHS Ct.2 Sun 8:00 AM R1P5
Team 1	KC Thunder 14 White (EV)
Team 2	CRU VBC 14 Blue (EV)
Team 3	CATS 14 Stark (EV)
Team 4	Spokane Sky 14-1 Black (EV)



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