



Sunday, January 8, 2017

Playing Sites: HUB Sports Center

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. Teams must provide R2's, line judges and scorekeeping crews.

Championship games of each bracket will be provided officials in the R1, R1 & 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 and Bronze 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 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 2nd & 3rd place team in each pool will move into the Silver Bracket. 9 out of the 14 teams in this bracket will qualify for Power League. Bracket play finish will also determine seeding into the next Power League tournament.
- The 4th place team in each pool will move into the Bronze Bracket.

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 second and third 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.

U16 Pools

U16 Pool Play

Court Start Time Pool	HUB Ct.1 Sun 8:00 AM R1P1	HUB Ct.2 Sun 8:00 AM R1P2	HUB Ct.3 Sun 8:00 AM R1P3	HUB Ct.4 Sun 8:00 AM R1P4
Team 1	VIP Juniors 16 travel (EV)	MVA 16 National (EV)	Renovators U-16 Shaune (EV)	Splash 16 National (EV)
Team 2	NI Thunder 16 Gold (EV)	Performance U16 (EV)	NCWVBC 16-1 Gold (EV)	Rivals U16 (EV)
Team 3	Renovators U-16 Brian (EV)	KC Thunder 16 White (EV)	Apex 16 Hydra (EV)	Club South 16 Gold (EV)
Team 4	Rivals U15 (EV)	Shockwave 15 National (EV)	Splash 15-1 (EV)	VIP Juniors 15 travel (EV)

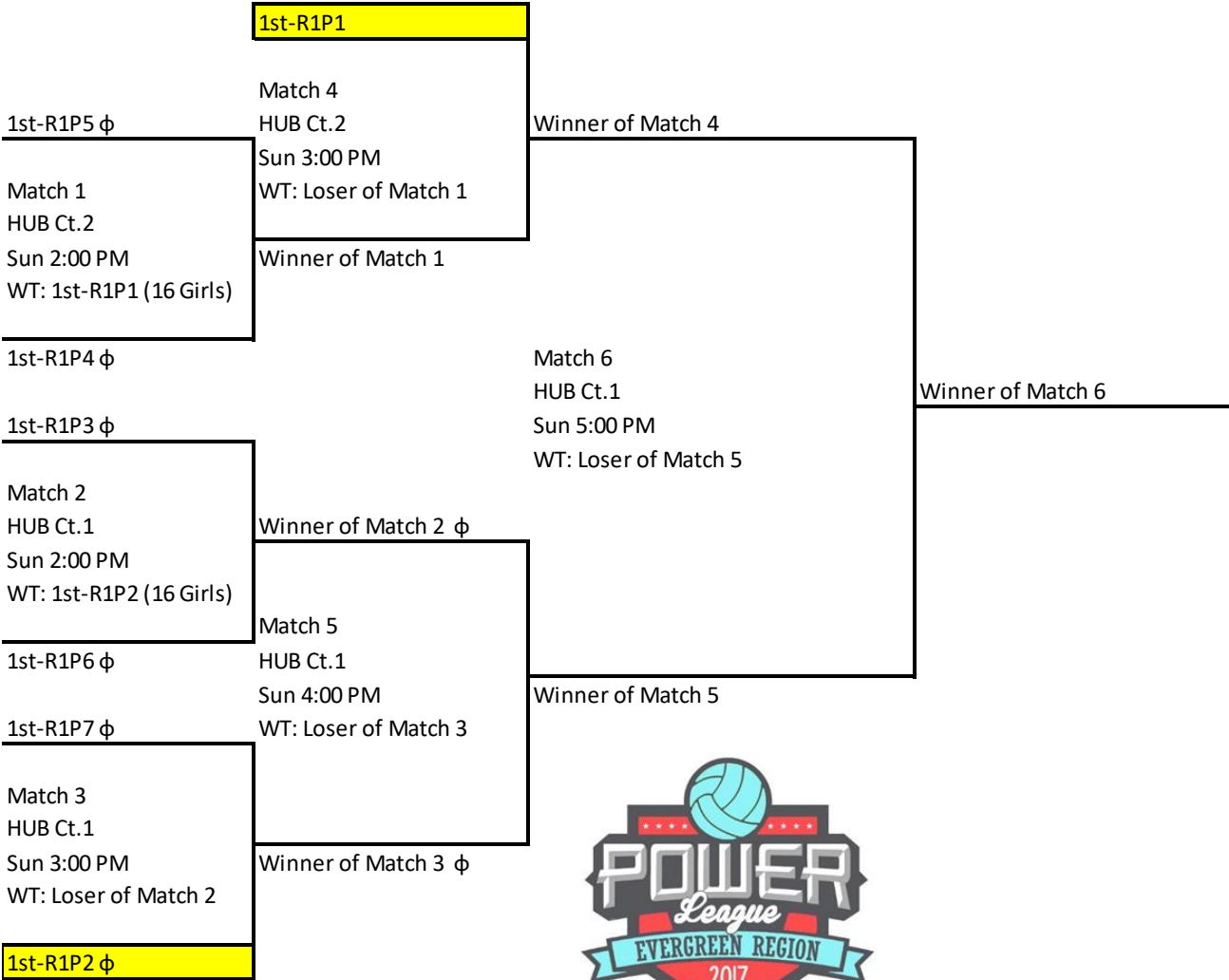
Court Start Time Pool	HUB Ct.5 Sun 8:00 AM R1P5	HUB Ct.6 Sun 8:00 AM R1P6	HUB Ct.7 Sun 8:00 AM R1P7
Team 1	Sideout 16 National (EV)	Club Gold 16-1 Blue (EV)	CATS 16 Travel (EV)
Team 2	Kootenai Elite 16 Gold (EV)	Shockwave 16 (EV)	CLUB ZZU 16 National (EV)
Team 3	MID STATE VBC 16 (EV)	Performance U15 (EV)	NI Thunder 15 Gold (EV)
Team 4	Club Gold 15-1 Blue (EV)	CATS 15 Travel (EV)	Apex 15 Synergy (EV)

4 Team Format

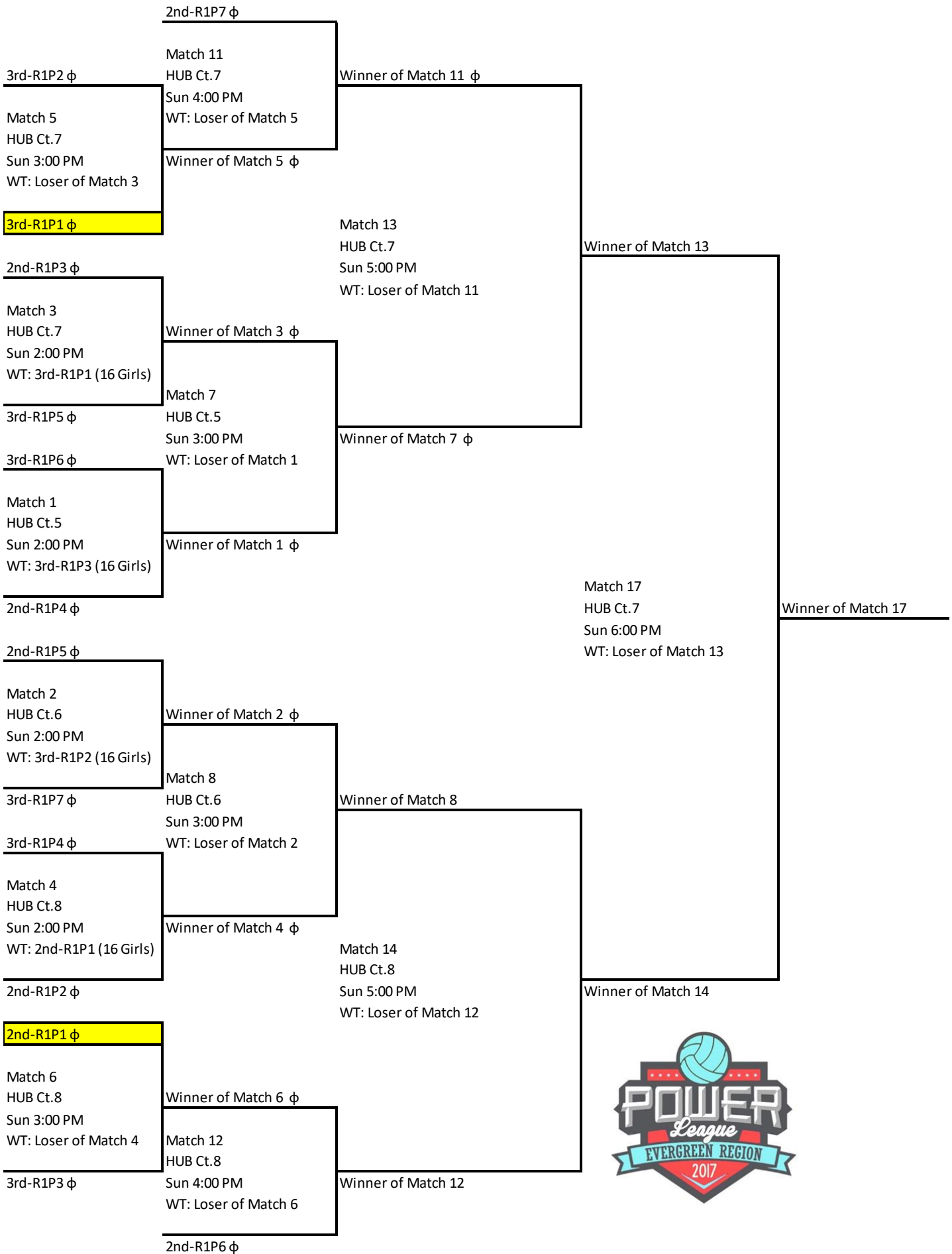
Play	Ref
1 vs 3	2
2 vs 4	1
1 vs 4	3
2 vs 3	1
3 vs 4	2
1 vs 2	4



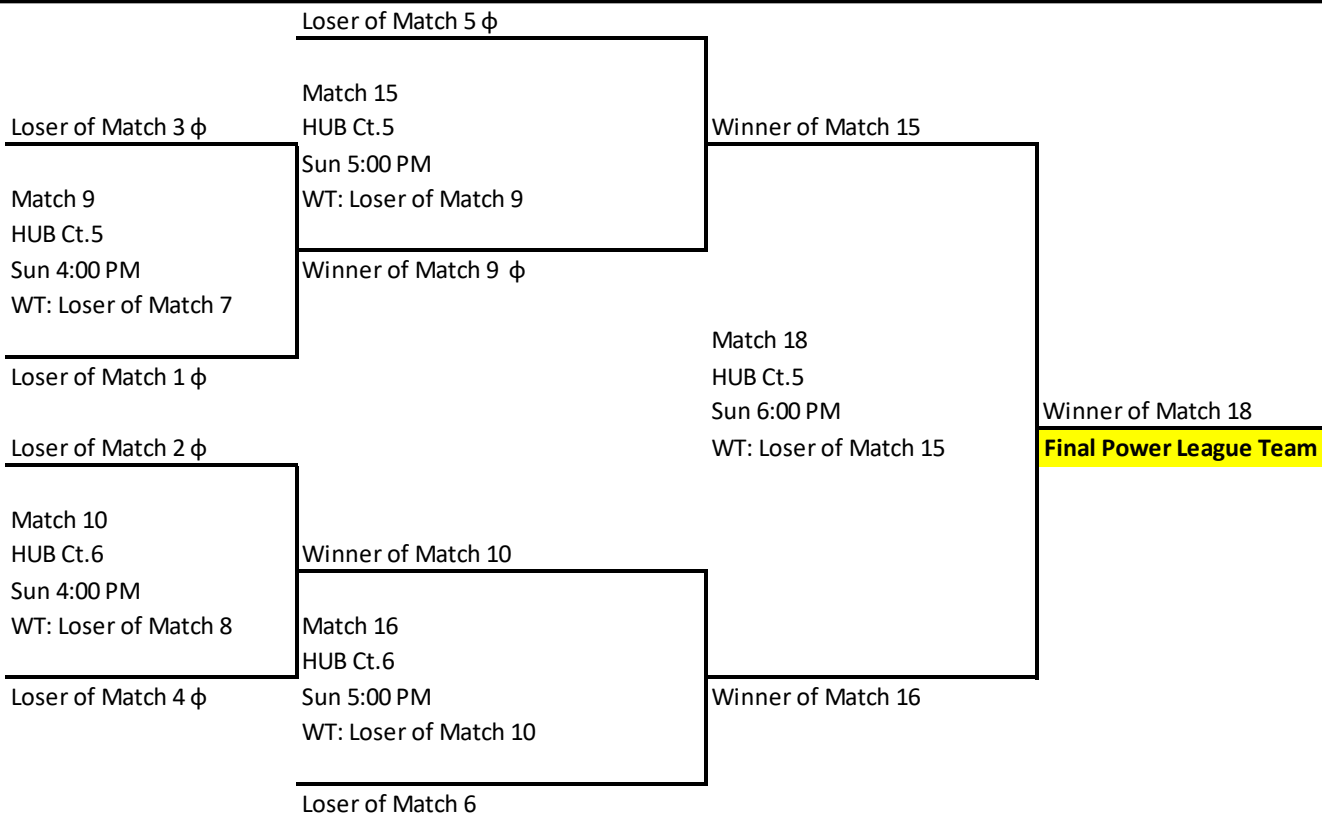
Gold Bracket



Silver Bracket



Silver Bracket-Playoff Matches



Bronze Bracket

