



Jingle Jam FAST 4's Rules:

Fast 4's is played with a total of 5 teams on each court at a time. 2 teams will be on the court while the others will be waiting their turn outside the court. There is a winners side of the court and a challengers side. Which team will start where is determined by a draw. Each rally will start with a serve from the team at the challengers side. Each team is free to pick which player will serve.

If the team on the challengers side wins the rally, they move to the winners side and the other team will leave the court and will have to wait their turn to serve again on the challengers side. If the team on the winners side wins the rally, they will stay on the winners side and get 1 point. Teams score points when they move to the winners side and every rally that they stay on the winners side. When a team on the challengers side makes a mistake during the serve, they're out and need to join the back of the line, however the team on the winners side will not gain a point! There is a maximum 8 sec to serve. The referee will closely monitor this. During the rally, current volleyball rules apply.

If there's a situation when two teams end with the same amount of points at the end of a round, the first check will be the longest stay at the winners side. (A longest stay is the most amount of points gathered during one turn on the winners side). Team with the longest stay will move up at the beginning of the next round. If the longest stay scores are also the same; the team that got the longest stay first will move up at the next round.

The next round will start in order of result of the previous round. So number 1 starts at winners side, number 2 at challengers side, number 3 second serve position, etc. There are no time-outs and no breaks. The game is played on time.

The end of each round is determined by the whistle. This means the end of the rally. Points will still be award to the current rally if it has not finished. The 3 teams with the lowest scores at the end of each round will stay on the lower court while the top 2 teams move up a court. On the top court, the top 3 teams stay while the 2 lowest scoring teams move down one court.

Finals Round: The finals round is made up of the top 4-5 teams. This round of teams is determined by number of wins and how long they stayed on the top court. The winner will be determined in the final by whomever gets to 15 points first (or the highest score at the time of the final buzzer.)

- **First 4 Rounds:** -- 10 mins play.
- **Final:** Top 4-5 teams – first to 15 points (max 15 minutes)

Divisions & Cost:

- 12-14U—\$15 per participant
- 15-Adult—\$15 per participant

This is a fun way to build up your teammates, learn to adapt, think, problem-solve and win!