



TOURNAMENT RULES

M/W Divisions: Players are required to be 18 yrs. and above. Saturday Only.

Coed Divisions: Adult, Juniors 18U and 15U
Teams must have at least 1 female in the game at all times. Sunday Only.

Format: Triples

Levels: AA/A, BB, B

ROSTER: Triples teams may have 1 sub.

UNIFORMS: Uniforms are not required. But if you want to have a fun matching uniform or appropriate costumes, then go for it!!

TOURNEY FORMAT: Round robin (pool play) format in the morning followed by a Single Elimination bracket in the evening.

GAME/MATCH FORMAT: Round robin pool play will begin in the morning, where you play everyone in your pool. Pool play games will be 1 set to 21 points, cap at 25. Bracket play will be 2-out-of-3 to 21 with a 25-point cap. (the third set will be to 15 with an 18-point cap.) Teams will be allowed a 5-minute shared warmup at the beginning of each match. Within a pool and after the first match, match warm-up will begin immediately upon the conclusion of the match prior. See "Tie-Breaking Procedures" further in this Document.

FORFEIT RULE: A five-minute rule is in effect for all games. Teams must be ready to start play 5 minutes after the previous game in their pool or bracket is complete. If teams are not ready to play after ten minutes the game will be forfeited. Depending on the circumstances, the tournament director may be lenient.

A team may play with two players in the 3-on-3 division, and a team may play with three players in the 4-on-4 division.

TIME OUTS: Each team is allowed (1) 45 second timeouts per set.

REFEREE ASSIGNMENTS: Participating teams will officiate each others games as indicated on their pool and bracket sheet. For every minute that a team is late to their officiating assignment will result in the loss of one point for the team's next played game. The officiating team must keep scores on the Volleyball Life app and submit at the conclusion of the match. During referee assignments, each team will provide a minimum of one referee. During the championship bracket, each losing team must referee the next match on their court.

DIG FEST GAME RULES:

GAME START: Each match will begin with a game of rock/paper/scissor to determine the right to serve or to receive the serve or choice of side. Teams will change sides every 7 points scored (total between both teams).

SERVICE: Server rotation is required. Teams may not attack a serve or block a serve. The ball may touch the net on serve as long as it goes over the net.

SERVICE RECEIVE: Players may "Double Contact" while playing the ball with their hands ONLY on the 1st contact of each rally on serve receive or defense, and the attempt is made in one motion.



TOURNAMENT RULES

SCORING: Rally scoring is in effect for all games.

Saturday morning will consist of round robin pool play. Pool play games will be 1 set to 21 points with a 25-point cap. Bracket play will be 2-out-of-3 to 21 with a 25-point cap. If bracket play goes to 3 sets, then the 3rd will go to a 15-point score with an 18-point cap. In all games teams will switch sides at 7 points.

SUBSTITUTIONS: All substitutions can be made at any dead ball during team's possession of service and at the server's position.

BALL IN PLAY: Each team has three hits at the ball before the ball returns to opposing team's side of the court; hits include intentional and unintentional hits of the ball. A player may not contact the ball two times in a row.

BLOCKING: A blocking contact is NOT counted as a team hit in any division.

TIPPING: There will be no open-hand tipping allowed in any division.

Setting Over: Players must have shoulders squared to the area they are setting if they are planning to set over. This can be either facing forward or backward.

THE BALL IS OUT: When the ball hits the ground, touches an object outside of the court or touches the poles or support ropes.

CO-ED RULES: At least one female must be on the court at all times. It is NOT required for a female to contact the ball before the ball is returned to the opposite side.

FOOTWEAR POLICY: Players may play in tennis shoes or barefoot. Slides or cleats are not permitted during game play.

ROSTER CHANGES: Teams may change roster up until 8:30AM Saturday at the tournament headquarters tent by filling out a roster change form. No changes may be made after the team has played its first scheduled game. If a player must leave the tournament, teams CANNOT substitute players from other teams that have finished playing.

ALCOHOL: No alcohol is permitted on site.

PETS: No pets allowed on site for the safety of all participants and spectators.

TENTS: Tents and shade canopies are allowed on site, but only in designated areas. **Tents cannot be staked to the ground.** Please use weights to keep tents from moving.

TIE-BREAKING PROCEDURES: Seeding for playoffs will be decided based on game percentage of pool results. If at the end of pool play, there are two or more teams with the same game percentage, we will follow the below tie-breaking procedures:

1. Head-to-Head
2. Game Percentage
3. Point Differential (points for and minus points against) will determine the higher seed.
4. If Point Differential is tied, coin flip.

GAME PERCENTAGE: (games won) / (total games played)

POINT DIFFERENTIAL: (points won) – (points lost) ... over the entire pool