

Memphis Challenge Tournament Rules

1. There will be no coaches meeting
2. The Protest committee will be appointed by the Tournament director if needed.
3. Team Brackets and scores will be posted and updated online at AES and PC Kiosk at MCCC.
4. Captains meetings for the coin toss will be at each court at 7:50 AM for AM wave and 2:20 PM for PM wave. Warm ups will be 2-4-4 for every match.
5. Four Team Pools in all divisions will be played as best 2 of 3 sets from 0 to 25 points. If there is a third set needed to decide the match winner it will be a 15 point tie breaker set with both teams changing sides at 8 points.
6. Three team pools will play three sets from 0 to 25 points regardless of the number of wins that any team has.
7. All sets (including tie breakers) require a win by 2 points with no cap.
8. The pursuit rule is not in effect at any court.
9. 12' division pools will play on a 7' – 0" high net with a volley-lite volleyball.
10. This tournament will provide R1 services. Each officiating team must immediately report to the table at the court where they are scheduled to referee. They will provide the R2, two Scorekeepers, Libero Tracker, and two Line Judges. These may be changed in between sets as long as it is done quickly and with the referees knowledge and approval.
11. An impact certified adult or coach must be at the referee table at all times while the work team is performing their duties. This can be the R2.
12. A Tie Breaker rules to assign the teams into Sunday's Championship Brackets are published in a separate document.
The seeding in the brackets will be established based on the pool records this way:
 - a. Pool match record
 - b. Head to Head result from the pool
 - c. Won-Loss ratio for total number of sets played in the pool (wins/total sets)
 - d. Point Percentage (a team's total points scored divided by the total points scored by the opponents)
 - e. Coin TossBe sure to check the status of your team before you leave. If your team is incomplete for a tie breaker you will forfeit that match. If both teams are incomplete a coin toss will decide who advances to the Gold Bracket.
13. Pool Tie Breakers - A single 15 Point Tie Breaker set, (a win by 2 points with no cap) will be held to determine the finish in the pool if teams are tied based on the pool match record. The procedure is described in a separate document.
14. All Sunday matches will be best 2 of three with 15 point tie-breakers. Win by 2 with no cap.
15. A team's failure to have a complete officiating crew—including a rostered adult for that team—available and on time for an officiating assignment could result in the team having to forfeit the first game of its next match. For every minute an officiating team is late to fulfill its assignment, one point will be awarded to that team's next opponent in the first game of the next match for up to 25 points. No more than 25 points will be awarded to the team's next opponent, even if the team designated to officiate misses the entire match. The time that determines how many penalty points are assessed begins at the start of the receiving team's up. A team will forfeit its entire next match for failing, a second time, to have an officiating crew available on time for an officiating assignment. An adult listed on the event roster must be present at courtside while any members of the team are officiating. Penalties for missing officiating assignments do not apply to a team that misses a three-way tie-break when leaving a site before determination of a tie-break is necessary. If a team misses an officiating assignment for the match following a tie-break, or a leaves after playing the first tie-breaking game but before officiating the second tie-break, they are not allowed to advance out of their pool. Losing the opportunity to advance by not being present for the tie-break is considered the penalty for the team.

2015-2017 Domestic Competition Regulations as Presented by USA Volleyball

6.4 DEFAULT AND INCOMPLETE TEAM

6.4.1 If a team refuses to play after being summoned to do so, it is declared in default and forfeits the match with the result 0-3 for the match and 0-25 for each set.

6.4.2 A team that, without justifiable reason, does not appear on the playing court on time is declared in default with the same result as in Rule 6.4.1.

6.4.3 A team that is declared INCOMPLETE for the set or for the match, loses the set or the match. The opponent team is given the points, or the points and the sets, needed to win the set or the match. The incomplete team keeps its points and sets.

USAV 6.4: Matches that are two sets out of three would have a default match score of 0-2.

7.3.1 There must always be six players per team in play. The team's starting line-up indicates the rotational order of the players on the court. This order must be maintained throughout the set.

7.3 TEAM STARTING LINE-UP

USAV 7.3.1: If failure to adhere to Rule 7.3.1 is due to insufficient players on a team to begin a match, the team defaults the first set at match time. After a team defaults the first set of a match, an interval of up to 10 minutes shall be allowed for the team to produce sufficient players to play the next set. If the team has six players present prior to the expiration of this interval, play shall begin immediately. If, after the 10-minute interval a team does not have at least six players present and ready to play, the second set shall be declared a default. If the match consists of the best three out of five sets, an additional 10-minute interval shall be allowed before declaring the match a default.

Tie Break Rules for Memphis Challenge

A. TWO WAY TIES (two teams tied in match record)

The number 1 team will be the team which won the pool play match between the two tied teams (head to head).

This procedure will be used for **all** two-way ties, even those where there is an opportunity to advance to the Gold bracket. (The rationale is: the teams that are tied have already determined the better team through play.)

B. THREE WAY TIES (three teams tied in match record)

I. In a pool with one team advancing and a three way tie in match record for 1st (in a 4-team pool all teams are 2-1 in match record; in a 3-team pool all teams are 1-1 in match record)

All three teams will participate in tie breaking ugw.

The **seeds** for the tie breaking playoffs will be determined by sequential application of

1. Won-Loss ratio for the total number of ugw played in the pool (wins/ total ugs)
2. Point Percentage (a team's total points scored divided by the total points scored by the opponents in that pool)
3. Coin Toss

The #2 seed will play the #3 seed; the #1 seed will ref.

The loser of this set will be 3rd place in the pool and will ref the next tie breaking set. The winner of the first set will play the #1 seed. Loser of first round refs. The winner of this set will be 1st in the pool and the loser will be 2nd. If one of the 3 teams in a tied pool leaves the site before the determination a tiebreak is necessary, that team will automatically become the 3rd place team and the other two teams will play one tie-break set to 15 points.

II. In a pool with two teams advancing and a three way tie in match record for 1st (in a 4-team pool all teams are 2-1 in match record; in a 3-team pool all teams are 1-1 in match record)

The team with the best ugs/points percentage record will be ranked as the first (1st) place team in that pool and will ref a single tie breaking set to 15 points between the other two teams. If the 1st place team leaves the site and does not fulfill the officiating assignment, it will have the same penalty as for missing an officiating assignment, e.g. will be awarded the 3rd place in the pool.

III. In a pool with two teams advancing and a three way tie in match record for 2nd (in a 4-team pool all teams are 1-2 in match record)

All three teams will participate in tie breaking sets.

The **seeds** for the tie breaking playoffs will be determined by sequential application of:

1. Won-Loss ratio for the total number of sets played in the pool (wins/ total sets)
2. Point Percentage (a team's total points scored divided by the total points scored by the opponents in that pool)
3. Coin Toss

The #2 seed will play the #3 seed; the #1 seed will ref. The loser of this set will be 4th place in the pool and will ref the next tie breaking set. The winner of the first set will play the #1 seed. The winner of this set will be 2nd in the pool and the loser will be 3rd. If one of the 3 teams in a tied pool leaves the site before the determination a tiebreak is necessary, that team will automatically become the 4th place team and the other two teams will play one tie-break set to 15 points.