

FALL 2011 LEAGUE CHAMPIONSHIPS

SATURDAY DECEMBER 3RD, 2011

INFORMATION & START TIMES

The D2, D3 and D4 Fall 2011 League Championship Tournament is Saturday, December 3rd at the Miller and Yesler Community Centers. Doors will open at 6:15am at Miller Community Center and 7:15am at Yesler Community Center. The D1 tournament will be held on Wednesday Dec 7th @ Rainier CC.

DIVISION 4 – YESLER COMMUNITY CENTER – 8:00AM 1ST MATCHES

Doors will open at Yesler CC at 7:15am. 1st round playing and reffing teams need to arrive at 7:15am to setup the gym and nets. Matches will start at 8:00am Sharp.

DIVISION 3 – MILLER COMMUNITY CENTER AND MILLER ANNEX – 7:00AM 1ST MATCHES

Doors will open at Miller CC and the Miller Annex at 6:15am. 1st round playing and reffing teams need to arrive at 6:15am to setup the gym and nets. Matches will start at 7:00am Sharp. 2nd round playing teams should arrive no later than 7:00am in case there forfeits. We will be using the Miller Annex Gym for the first 2 rounds of Winner's and 3 rounds of Loser's matches, then consolidating at around 10am to the Miller CC Gym.

DIVISION 2 – MILLER COMMUNITY CENTER – 11:10AM 1ST MATCH - APPROXIMATE

Match #1 in the Division 2 bracket will start at approximately 11:10am on Miller CC Court #2, immediately following Division 3 Match #18. Match #1 teams should arrive at Miller CC by 10:30am as the Division 3 bracket could be ahead of schedule.

BRACKETS

The Final Brackets for all divisions have been posted on the League Website on the home page.

MATCH FLOW

Match times listed on brackets are approximate, matches will flow as courts become available. Tournament brackets may run ahead of schedule, any team not present for their match or officiating assignment may forfeit games or the match in accordance with SVC Rules & Regulations. Winning and Losing teams will be assigned to officiate throughout the course of the tournament, please check in with the tournament director before leaving the gym at any time. There are no lunch breaks scheduled, you should plan accordingly. The Tournament Director reserves the right to change match format in order to ensure that the tournament flows and ends on time.

ROSTERED PLAYERS ONLY

Only Rostered Players in good standing are allowed to participate in the League Championship tournament. No substitutes are allowed. Teams must start and complete every match with at least 4 players. Captains should double check their online roster to ensure that it is accurate, and that all player fee payments for Fall 2011 are marked as complete.

FALL 2011 LEAGUE CHAMPIONSHIPS - RULES

FACILITIES & EQUIPMENT

1. **Food, drinks, and coolers** are allowed inside the gyms, provided that participants use the trash receptacles, and any spills are cleaned up quickly and thoroughly.
2. **Alcohol, pornographic material, and other similar items** are prohibited on any facility premises, penalty is immediate expulsion from the tournament.
3. **Uniforms** - It is suggested that teams have uniforms for the tournament, however, teams will not be penalized if they do not have uniforms.

ADMINISTRATION

4. **All NAGVA/USAV Rules are in effect** - including recently adopted USAV rules regarding centerline violations, net contact, and double contacts (i.e. allowed for spectacular/athletic effort when setting the ball). If you are not familiar with these rules, please refer to the NAGVA presentations for officiating at <http://nagva.org/docs.cfm>.
5. **All Winner's Bracket matches are best of 3 games to 21, 3rd game to 15, NO CAPS.**
6. **All Challenger's Bracket matches are a single game to 25, NO CAP.**
7. **If the Challenger's Bracket team beats the Winner's Bracket team, a single 25 Point IF Game will be played with NO CAP**
8. **Timeouts** – 30 seconds, 2 per game.
9. **Substitutions – D3 & D4 teams** may rotate more than 6 players in at the service or left front zone, or both if rotating 8 or more players. Teams that start games rotating more than 6 players, can NOT elect to skip a player in the rotation. **D1 & D2 teams** must follow NAGVA / USAV substitution protocol, including the optional use of a Libero. **D3 & D4 teams** can elect to use standard substitutions and or liberos, but can't switch mid-game.
10. **Playing with less than 6 Players** – Teams may play with less than 6 players, but must start and end each game with at least 4 players. Teams will rotate service order as usual, with 3 front row players at all times. If playing with 5 players, there will be 2 back row players, if playing with 4, the player serving or just having served when receiving serve, is the backrow player. All standard rules regarding backrow players will be in effect. NO GHOST PLAYERS ARE USED.
11. **Forfeits** will be strictly enforced according to NAGVA / USA Volleyball rules (e.g., if a playing team is not ready when a match is scheduled to begin). If the assigned working team is not present and ready to start a match, they will forfeit the first game of their next match, inclusive of Double Elimination rounds.
 - a. **Procedure** – 2 timeouts, Forfeit 1st Game. 3 mins between games + 2 timeouts, forfeit match, 7 mins!

Refing Teams must fill out the Match Summary sheet and select an Allstar and Defensive Diva from each team.

DURING COMPETITION

12. **Service Area – Yesler and Miller Gyms** – Servers are allowed one **reasonable** step into the court, and 2 **reasonable** steps if jump serving. Servers must initiate the serve with both feet behind the endline.
13. **Basketball Backboards** – Are considered part of the wall when swung away, unless over a playable area, and are at the Referee's discretion if there could have been a play made on the ball, a replay may be called.
14. **Adjacent Courts** – Play is automatically over when a player enters another court while in pursuit of the ball.
15. **The ball** is out of play if it hits the ceiling or any other equipment, device, etc. on the opposite site of the court.
16. **Divider Curtain** – Balls are dead if they hit, only players contacting the ball can move a divider curtain to play.
17. **Protests** – A Referee's judgment call always stands. If you do not agree with a Referee's application or interpretation of a rule, you may file a protest, but must be filed before the next service. The protest must be noted on the Match Summary sheet by the scorekeeper, and the game will halt until the Protest Committee can make a ruling. Once a ruling has been made, the game will proceed where it left off.
18. **Protest Committee** – The site director has final say on all protests.

Yesler CC Site Director – Eric Goemer

Miller CC Site Director – Jared Walters

Miller Annex Site Director – Dan "Bubba" Rotramel