

Rise Rally Tournament Basics

Thank you for bringing your team to play in our tournament! This document should be able to answer the majority of your questions if you have any during the day.

Tournament Format:

- **3 teams:** One pool of three – each match will consist of three sets to 25 starting at 4-4. All teams will advance to bracket play.
- **4 teams:** One pool of four – each match will consist of two sets to 25 starting at 4-4. All teams will advance to bracket play.
- **5 teams:** One pool of five – each match will consist of two sets to 25 starting at 4-4. The top 3 teams will advance to bracket play.
- **6 teams:** One pool of six on two courts – each match will consist of two sets to 25 starting at 4-4. The top 3 teams will advance to bracket play. There will be a break for lunch after round 4 of pool play.
- **7 teams:** One pool of seven on two courts (partial round robin) – each match will consist of two sets to 25 starting at 4-4. The top 6 teams will advance to bracket play. There will be a break for lunch after round 4 of pool play.
- **8 teams:** Two pools of four – each match will consist of two sets to 25 starting at 4-4. All teams will advance to one bracket of 8.
- **9 teams:** Three pools of three & repool into new pools of three – each match in round 1 will consist of two sets to 25 starting at 4-4. Teams will then be repooled into new pools of three based on their round 1 finish with the 1st and 2nd place teams in pools A & B. All 3rd place teams will be in pool C. Round 2 pools A & B will continue to play two sets to 25. Round 2 pool C will do match play (best of three with the third set to 15 if needed). 1st and 2nd place teams from round 2 pools A & B will compete in a 4-team bracket with the 3rd place teams playing a consolation match.
- **10 teams:** Two pools of five – each match will consist of two sets to 25 starting at 4-4. The top 3 teams from each pool will advance to bracket play.

Officiating

- Teams will need to provide an R1, R2, scorekeeper, visual scorekeeper, libero tracker, and two line judges.
- For 14 and younger teams, a credentialed coach **must** be the R1 for all officiating assignments.
- For 15 and older teams, a credentialed coach **must** be either the R1, R2, or scorer of record for all officiating assignments.
- Failure to have a coach present and fulfilling a job during the officiating assignment will result in a penalty of 5 points in all sets of the team's next playing assignment.
- Teams incomplete for their officiating assignment will result in a penalty of 1 point per minute late in their next match.
- All warm ups will be 2-4-4 (two minutes shared, four minutes for the serving team, four minutes for the receiving team). No ball handling during the 4 minutes off the court.
- Everything overhead (basketball goals, air ducts, beams, scoreboard @ Newman, underside of the track at Newman) is considered part of the ceiling. If the ball contacts an overhead obstruction and comes back on the same side, the team may play it considering they have more hits to get the ball over the net. A ball that contacts the ceiling in its flight and travels over the net will be called "out". Curtains are considered out in addition to the side railing of the track.

Miscellaneous

- Medals will be awarded to the 1st and 2nd placed teams in each age division.
- Please pick up your water bottles and trash from the benches after your match is over as well as your camping area when your team has finished playing for the day.
- Teams will not switch sides from set to set.
- Teams will not be instructed to shake hands.

Tie-Breaking Procedure:

Ties within pools

- 2 teams have the same record in SETS after pool play:
 1. Head-to-head set record in the match
 2. Point differential between tied teams (points won minus points lost)
 3. Overall point differential with all teams in the pool
 4. Overall points won
 5. Flip a coin
- 3 teams have the same record in SETS after pool play:
 1. Head-to-head set record between the tied teams
 2. Point differential between tied teams
 3. Overall point differential with all teams in the pool
 4. Overall points won
 5. Flip a coin
- 4 teams have the same record in SETS after pool play:
 1. Overall point differential between the tied teams
 2. Overall point differential with all teams in the pool
 3. Overall points won
 4. Flip a coin

Determining Playoff Teams

- In single day tournaments, no tie-breaking sets will be played **if** ties can be broken on sets or points. The only situation which requires playing a tie-breaking set is if all other tie-breaking options are depleted and the only remaining option is a coin toss.
 1. Results of the match(es) between the tied teams, on the won-lost record. If still tied, then;
 2. A comparison of the point differential between the tied teams. (Point differential should be determined by subtracting the total points lost from the total points won. The highest plus or the lowest minus remainder should be considered the superior team for tiebreaking purposes) If still tied, then;
 3. A comparison of the point differential based on the total round robin competition. If still tied, then;
 4. Tie breaker match, only if a team is eliminated from advancing to playoffs. Otherwise, use a coin flip. If required, a tie-breaker set will have the same length as pool play matches (either 25 or 21 points).