

# 2022 AAU DEERFIELD SEASON OPENER VOLLEYBALL TOURNAMENT

Dear Teams and Coaches:

Welcome to the 2022 AAU Season Opener Volleyball Tournament in Deerfield Beach Florida. This year's 2022 event will feature 67 girl's juniors' teams playing in a 2 day format at the DS Sportsplex and Tribe Facility.

The weekend will feature the 12-18 divisions playing in a 2 day format.

We wish you the best of luck in the competition! This Years event has the most competitive field of teams we have had here at this tournament. We look forward to having you here year after year.

We want to thank all the teams for supporting this event. Have a great time and make loads of new friends. Enjoy yourself!!

Sincerely,

Staff

# FORMAT

## JUNIORS: 18'S 13 TEAMS

**Saturday** will consist of pool play. (2) Pools of (4) teams and (1) Pools of (5) teams

Play will consist of pool play. You will need to make sure you know where you finish on Saturday to determine your placement for Sunday.

(4) and (5) Team pools will be playing 2 out of 3 games per match. Round Robin.

The first two games will be to 25 points rally score, win by two, no cap.

The third game will be 15 points rally score, win by two, no cap.

**Sunday**'- play will consist of a Gold and Silver Single elimination tournament.

## JUNIORS: 16'S 12 TEAMS

**Saturday** will consist of pool play. (3) Pools of (4) teams

Play will consist of pool play. You will need to make sure you know where you finish on Saturday to determine your placement for Sunday.

(4) Team pools will be playing 2 out of 3 games per match. Round Robin.

The first two games will be to 25 points rally score, win by two, no cap.

The third game will be 15 points rally score, win by two, no cap.

**Sunday**'s- play will consist of a Gold and Silver Single elimination tournament.

## JUNIORS: 15'S 10 TEAMS

**Saturday** will consist of pool play. (1) Pool of (4) teams and (2) Pools of (3) teams Cross pool match

Play will consist of pool play. You will need to make sure you know where you finish on Saturday to determine your placement for Sunday.

(4) Team pools will be playing 2 out of 3 games per match. Round Robin.

The first two games will be to 25 points rally score, win by two, no cap.

The third game will be 15 points rally score, win by two, no cap.

(3) Team pools will be playing 2 out of 3 games per match. Round Robin.

The first two games will be to 25 points rally score, win by two, no cap.

The third game will be 15 points rally score, win by two, no cap. Cross Pool

**Sunday**'- play will consist of a Gold and Silver Single elimination

# FORMAT

## JUNIORS: 14'S 12 TEAMS

**Saturday** will consist of pool play. (3) Pool of (4) teams

Play will consist of pool play. You will need to make sure you know where you finish on Saturday to determine your placement for Sunday.

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- (4) Team pools will be playing 2 out of 3 games per match. Round Robin.  
The first two games will be to 25 points rally score, win by two, no cap.  
The third game will be 15 points rally score, win by two, no cap.

**Sunday'**- play will consist of a Gold and Silver Single elimination

## JUNIORS: 13'S 9 TEAMS

**Saturday** will consist of pool play. (1) Pool of (4) teams and (1) Pool of (5) teams

Play will consist of pool play. You will need to make sure you know where you finish on Saturday to determine your placement for Sunday.

- (4) and (5) Team pools will be playing 2 out of 3 games per match. Round Robin.  
The first two games will be to 25 points rally score, win by two, no cap.  
The third game will be 15 points rally score, win by two, no cap. Cross Pool

**Sunday'**- play will consist of a Gold and Silver Single elimination tournament.

## JUNIORS: 12'S 9 TEAMS

**Saturday** will consist of pool play. (1) Pool of (4) teams and (1) Pool of (5) teams

Play will consist of pool play. You will need to make sure you know where you finish on Saturday to determine your placement for Sunday.

- (4) and (5) Team pools will be playing 2 out of 3 games per match. Round Robin.  
The first two games will be to 25 points rally score, win by two, no cap.  
The third game will be 15 points rally score, win by two, no cap. Cross Pool

**Sunday'**- play will consist of a Gold and Silver Single elimination tournament.

# TOURNAMENT INFORMANTION

JANUARY 8-9, 2022

## **TEAM CHECK- Check in or Before you play**

There will NOT be a coaches meeting on Friday night. However COACHES OR CLUB DIRECTORS MUST check in their teams (consists of signing the roster and picking up coaching credential pass. Coaches must have an AAU Roster and Hotel Form

## **WAVE TIMES AND PLAY SITES**

COURTS 1-8 DS SPORTSPLEX

COURTS 9-10 Tribe Facility

**AM 8:00AM – 1:00PM      PM 3:30PM – 8:00PM**

**ADMISSION:** This year's event will have an admission fee for spectators of \$14 per day [www.buypass.com](http://www.buypass.com). All must go online to buy pass.

\*Athletes will just need to show their jersey to gain admission to the Gyms.

\*Teams will be issued a coaching credential pass for each coach listed on their roster

\*Spectators will be able to purchase a colored wrist band at the door each day at 7am,

**MATCH LENGTH** Each division will have a specific format. All matches will be 2/3 games 25 points and 15 in the 3<sup>rd</sup> game. In some other division there will be a crossover match. Some 3 team could play 3 sets to 25 points

## **WARM-UP**

There will be no shared hitting during warm-ups.

The first match of the pool for each team will have warm-up time of 2-4-4. (4 minutes for one team to have whole court - 4 minutes for the opposing team to have the entire court).

All the remaining matches for that pool will have a warm-up time of 4-4. (4 minutes for one team to have the whole court - 4 minutes for the opposing team to have the whole court. There is no shared serving after the first match for each team.

## **PROTESTS**

If a protest is to be filed, it must be done at the time of the incident. NO LATER. The first referee is obligated to acknowledge and record all protests. Only the floor captain may file protests. (The exceptions to this are the 14 division and under, where the acting team coach may act).

## **FACILITY RULES:**

Due to incidents in previous years there will be a **NO TOLERANCE** policy this year for misbehavior by players/teams and spectators in the venues:

**Coolers** **NOT ALLOWED** in the at DS Sports plex

Violation of these policies or any other general misbehavior may result in **IMMEDIATE** dismissal from the facility for the remainder of the day.

## **OFFICIATING RESPONSIBILITIES**

A rostered COACH must be in the Officiating crew. We will provide a certified 1st referee for each match.

Each team is responsible for supplying 1 down official, 2 lines people, 1 scorekeeper, 1 visible scorekeeper and 1 Libero tracker. Each team must provide whistles. Failure to provide officiating for your next assigned match could result in a forfeit of the first game of your next match. For every minute your officiating team is late, 1 point is given to the opponent in your match, up to the 25-0 forfeit. **No more than 25 points will be awarded to the team's next opponent, even if the team designed to officiate misses the entire match. The clock begins at the end of warm up.**

The second offense will result in the loss of your match.

There will be certified 1<sup>st</sup> and 2nd referees for the finals in all age divisions.

## **SEEDING**

All seeding for this event is done by the tournament committee

## **AWARDS**

Each 1st and 2nd place team in Gold division will receive a team award and individual medals.

Each 1st place finish in the Silver division will receive individual medals.

## **TOURNAMENT POSTINGS:**

We will be using Advanced Event Systems for this event. It will be live results on the web. It is your responsibility to know when you play. All postings will be at ON THE WEB.

The tournament  
director reserves  
the right to  
change courts for  
the final matches,  
if one court is  
running ahead.

## **TIE BREAKING PROCEDURES**

There will NOT be any tie-breaking games played. In the case of a tie, the teams will be ranked by head-to-head results in case of a 2-way tie, or in the case of a 3-way tie: 1) set percentage, and then, if necessary, 2) point percentage.

## **MATCH AND FORFEITURE TIMES**

The FIRST MATCH of any round or wave will not begin before its' scheduled time. Within a wave, a match may be advanced no more than ten (10) minutes from the scheduled starting time. The last round of the wave may be advanced more than the specified 10 minutes if all participants agree (includes both teams playing, and the officiating team).

The second game of the match is forfeited 10 minutes after the forfeiture of the first game.