

**BISMARCK PARKS & RECREATION DISTRICT
ALL-STATES INVITATIONAL VOLLEYBALL TOURNAMENT**

MANAGERS:

The following information is extremely important, so be sure to read it carefully and share the information with your players!

1. Protests will be handled immediately by officials in charge at each site.
2. All pool play matches will consist of two Rally point games to 25 with a cap at 27. Tournament play (quarter, semi and final) matches will be best 2 out of 3. If a third game is necessary, it will be played to 15, win by two, no cap.
3. The score of a forfeited game will be 25-0. The score of a forfeited match will be 2-0. Forfeit points will not be used in breaking ties. If three teams are tied, with one of the tied teams losing a game by forfeit, that team will be removed from the tie-breaking procedure.
4. Times: The first match of the day will start on time as per the schedule. All other matches will begin on time or immediately after the previous match on the court is finished. There will be a 5-minute warm-up period allowed before each match unless we are behind schedule. **Be ready to play 30 minutes before your scheduled match time.**
5. Managers must sign the scoresheet immediately after the match is completed. Do not just sign the sheet – make sure the scores are correct. Once the scoresheet is signed, corrections will not be made.
6. Forfeits: A team must have a minimum of 4 players on the court ready to play at game time. The first match will be forfeited at game time if there are not 4 players on the court. Ten (10) minutes after game time the second game will be forfeited, and thus the match. Players arriving late will be ready to play immediately and will be allowed to enter the match on the first dead ball after they are ready. If neither team has 4 players available at match time, each team will be charged with a loss or forfeit.
7. Teams must always play as if there are six players on the court (i.e., if your team is playing with 4 or 5, you still must have designated front row and back row players.). In Coed play, teams may never play with more males than females.
8. Bismarck Parks and Recreation league rules are in effect for this tournament except as noted above. Out of town teams may request a copy of the league rules. Exception: Two pick-up players will be allowed per team. These players must not change the level of play of your team and are allowed at the discretion of the tournament manager. Pick up players must be declared before the first match of the tournament.
9. Children must be seated and supervised at all playing venues. If children are creating a problem, players will be pulled from games to attend to their children.
10. Smoking and tobacco products are not allowed on school property.

TIE-BREAKING METHOD

1. Game record.
2. Results of games between the two tied teams (head to head competition). A tie between three or more teams-skip to #3.
3. Point differential of match or matches between tied teams.
4. Point differential based on total competition.
Point differential shall be determined by subtracting the total points lost from the total points won for each team. The team with the highest plus or the lowest minus remainder shall be considered the superior team for tie-breaking purposes. Forfeit points are not in use. Actual match game scores are used. If two teams are tied in point differential between each other and only if either team has won game (s) by forfeit, a single Rally Point game will be played to determine the winning team since forfeit points cannot be used.
5. Coin flip.