



**2010**  
**Event**  
**Protocols**

## **Event Information Meeting:**

**This will be held 30 minutes before the first match at your site.**

Director; Cal Wickens

Event Arbitrator; John Hughes

## **Event breakdown, Site information, Format, Rule Interpretations, Protocol, Seedings**

### **Playing sites:**

18-U site Main Street Armory Saturday/Sunday *Site Entry Fee 2 Day (\$7) 1 Day (\$4)*

17-U sites Sat Roberts Wesleyan College, Sun. Nazareth College & Monroe HS

16-U sites Sat. Monroe High School and Nazareth College (PM), Sun *McQuaid HS (Site Fee \$4)*

15-U sites Sat. Edison and East HS, Sun East HS

14-U sites Sat. Edison High School, Sun. Edison High School

12-U site Sun. Hot Shots Volleyball Club

### **Site Rules**

**Main Street Armory ; No Outside Coolers. Food available. Sit down lunch room available.**

**Hot Shots Volleyball ; No outside food or coolers allowed. Restaurant on premises.**

**Roberts Wesleyan College, Nazareth College, McQuaid HS, Edison HS and East HS will have concessions. Coolers allowed.**

### **Times:**

Gyms open 30 minutes prior to the first match of the day. Please note that all first matches start at 8:00am each day.

### **General Format:**

Teams will be guaranteed a minimum of 6 matches or the equivalent number of games. There will be two rounds of pool play followed by a single elimination playoff bracket. Double elimination will only be used in a smaller format. Formats may change because of final number of teams in division. *All coaches will be responsible for signing the site coordinators official scoreboard after the finish of each days pool. This will insure each team the correct start time and proper play site the following day. All results will be updated on the [www.pacebootlegger](http://www.pacebootlegger) website that evening. Please make sure you follow this procedure.*

### **Match format:**

All matches will be 2 out of 3 sets. The first two sets will be 25 points rally score, win by two, no cap. The third set, if needed, will be 15 points rally score, win by two, switch at 8, no cap and will have a coin toss to determine side, serve and receive. Exception: If presented in your format for a 3 game match to 25 no cap. There will be a coin flip between sets two and three to determine side, serve and receive, and teams will switch sides at 13 points. If two games are used it will only take place in seeding Power Pools.

### **Warm-ups:**

All warm-ups will be shared ball handling while captains are given court protocol. 4 minutes of court time for the serving team followed by 4 minutes for the receiving team. (4-4)

### **Work Teams:**

Work teams must supply an ADULT second referee, knowledgeable and trained scorekeeper, knowledgeable libero tracker, two line judges and a coach courtside. The coach needs to be courtside for **All Work Assignments**. **Bring your own whistle**. If the coach is the only registered adult they will be the R2 of the match

### **Missed Officiating Duties:**

A team's failure to have a complete officiating crew, including a rostered coach for that team, available and on time, for a match 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 for the first game of the next match – 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 clock begins to run at the completion of warm ups. If you miss your work assignment and a team takes your place you will be charged \$50 or will need to absorb that team's work assignment. 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. This penalty does not apply to a team that misses a 3 way tiebreaker because of leaving a site before the determination a tiebreaker is necessary, unless the team misses an officiating assignment for the match following the tiebreaker, or a team leaves after playing the first tiebreaker game but before officiating the second tiebreaker game. Losing the opportunity to advance by not being present for the tiebreaker is considered the penalty for the team.

### **Team Forfeitures**

A team that intentionally forfeits a match will be excluded from further participation in this Bid Tournament. If a team forfeits a match, the forfeit will be considered intentional, unless the team shows good cause for the forfeit. The Bid tournament Arbitrator will determine if good cause exists. The Bid Tournament Director will report any team that intentionally forfeits a match to the Competition Commission Chair and the USAV Events Department.

### **Certified Coaches:**

At least one coach per team must be either CAP or IMPACT certified and present during the entire match. If this requirement is not met, the team will forfeit all games where the certified coach was not present.

### **Pursuit:**

The pursuit rule will not be used on any court for any match.

### **Due Process:**

This event is part of the USA Volleyball Junior National Championships. Participants, individuals or team, may access normal "due process" channels should their eligibility to participate be in question. Procedures including appeal options are outlined in the Bylaws of USA Volleyball in Article XI. Bylaws can be found in the current issue of the USAV Official

Guidebook. The Guidebook is available through Regional Commissioners or from the USA Volleyball national office, at the event Championship Desk, or on the USAV web site at <http://www.usavolleyball.org>.

### **Protest Procedures:**

A coach may only protest a rule interpretation or application. Protests on referee judgment calls will not be accepted. If a protest is accepted, the second referee will go to the tournament table and notify the tournament director/court manager that a protest has been filed and a protest committee will rule on the protest immediately. If the protest is denied, the referee's decision will stand. If the protest is upheld, the correct action will be taken by the referee to reflect the protest committee's decision. Complaints/suggestions on the tournament format, schedule, tournament policy or other non-playing issues should be directed to Cal Wickens.

### **Tie Breaking Procedures**

At the conclusion of a pool, teams in the pool will be ranked according to their match records. If a tie in match records exists among two or more teams, the tie(s) will be broken using the USA JNC Tie Break Formats for competition in which there is an opportunity to win a bid.

If no team is eliminated from an opportunity to win a bid, there will be no tie-breaking games played. In three way ties, ties will be broken by the successive application without repetition of: pool match record; head to head results; game percentage (games won/total games played); point percentage (points scored/points opponents scored); coin toss. All tie-breaking games will be played to 25 points, with one team winning by two points and no point cap.

#### **Two-way Ties (two teams tied in match record)**

The better team will be the team that won the pool play match between the two tied teams (head-to-head). This procedure will be used for all two-way ties, even when there is an opportunity to win a bid. The rationale is that the tied teams have already determined the better team through head-to-head competition.

#### **Three-way Ties (three teams tied in match record)**

There are several situations in which three-way ties can occur. The resolution for each tie-breaking situation depends on: The number of teams that will advance from the pool and which pool placement finish is at stake for the tied teams.

#### **Scenario One (used for 3-way ties in pools where only the top team advances)**

All three teams will participate in tie-breaking games. The seeds for the tie-breaking playoffs will be determined in this order:

1. Win/loss ratio of the total number of games played in the pool: Games won divided by total games played.
2. Point percentage: Each team's total points scored divided by the total points scored by the team's opponents in that pool.
3. Coin toss.

**Game 1:** the #2 seed will play the #3 seed and the #1 seed will officiate. The loser of Game 1 will be third place in the pool and will officiate the next tie-breaking game.

**Game 2:** the winner of Game 1 will play the #1 seed and the loser of Game 1 will officiate. The winner of Game 2 will be first in the pool and the loser will be second. If one of the teams in a three-way tied pool leaves the site before the determination that a tie-breaker is necessary, that team will automatically become the third place team and the other two teams will play one tie-breaking game.

**Scenario Two (used for 3-way ties for first place in pools QQ, RR, SS, TT)**

The team with the best games/points percentage record will be ranked as the first place team in that pool and will officiate a single tie-breaking game between the other two teams. If the first place team leaves the site and does not fulfill the officiating assignment, that team will be relegated to third place and no other penalty will be applied.

**Scenario Three (used for 3-way ties for second place in pools QQ, RR, SS, TT)**

All three teams will participate in tie-breaking games. The seeds for the tie-breaking playoffs will be determined in this order:

1. Win/loss ratio of the total number of games played in the pool: Games won divided by total games played.
2. Point percentage: Each team's total points scored divided by the total points scored by the team's opponents in that pool.
3. Coin toss.

**Game 1:** the #2 seed will play the #3 seed and the #1 seed will officiate. The loser of Game 1 will be fourth place in the pool and will officiate the next tie-breaking game.

**Game 2:** the winner of Game 1 will play the #1 seed and the loser of Game 1 will officiate. The winner of Game 2 will be first in the pool and the loser will be third. If one of the teams in a three-way tied pool leaves the site before the determination that a tie-break is necessary, that team will automatically become the fourth place team and the other two teams will play one tie-breaking game.

**Scenario Four (used for 3-way ties for second in ALL 4-team Saturday pools)**

The seeds for the tie-breaking playoffs will be determined in this order:

1. Win/loss ratio of the total number of games played in the pool: Games won divided by total games played.
2. Point percentage: Each team's total points scored divided by the total points scored by the team's opponents in that pool.
3. Coin toss.

The #1 seed does not have a playoff game. The #1 seed finishes second in the pool. The #2 seed will play the #3 seed and the #1 seed will officiate. The winner will be third place in the pool and the loser of this game will be fourth place in the pool. If one of the teams in a three-way tied pool leaves the site and does not fulfill the officiating assignment, that team will be ranked fourth in the pool. The remaining two teams will finish second and third in the pool based on the tie-break seeding process. No other penalty will be applied and no tie-breaking game is played.

### **JNC and Open Division Bids:**

To compete in an Open division of the Boy's JNC, all teams, including foreign federation teams must either win a bid at a Bid Tournament or be awarded a bid through the Open at-large bid process. Participation in a Boy's Bid Tournament is not a requirement. For a team to be eligible for a bid, that team must have completed all entry requirements for the Boy's JNC. If a team has not met the Boy's JNC entry requirements by the deadline date and has previously accepted the bid, that team is no longer eligible for entry and may be subject to additional sanctions.

### **Open Bids:**

In the Bid Tournaments, Open bids will be offered to the teams that finish the competition in a bid award position. A bid will trickle down twice the amount of the bids allotted, plus the number of pre-qualified teams and disqualified teams in a bid position, if a team finishes in a bid position has won a bid at a previous event or has declined the bid. For example:

1. If a tournament is to receive 3 bids and there are 3 previously qualified teams that finish 1st, 2nd, and 4th, then the bid would be awarded to the 3rd, 5th and 6th place teams allowing for a trickle down to 9th place.
2. If a tournament is to receive 3 bids and there are 3 previously qualified teams that finish 7th, 8th and 9th, then the bids would be awarded to the 1st, 2nd and 3rd place teams allowing for a trickle down to 6th place.

Bids must be accepted or denied at the time the bid is awarded by the tournament director. Bids not awarded at the Bid Tournament will revert to the Open At-Large pool.

To compete in an Open division at the Boy's JNC a team must earn a bid at a Bid Tournament or be awarded a bid through the at-large process.

### **Can-Am Invitation Bids:**

The Can-Am Invitation has been allocated 3 bids per age division. Below 12 teams there is a deduction of bids depending on the amount of teams.

### **Requirement to Use Bids:**

If an Open team that wins and accepts a bid does not participate in the Boys JNC in the division in which it won the bid, that team, its coaches, its club director and all its club's teams will be suspended from the Boy's JNC for the following season.

### **Rosters:**

Before participating on Saturday, each team must have a coach or team rep verify and sign their roster. No players may be added to a roster after the team has commenced match play. There will be a team check-in at each site before the first match.

### **Waived Players:**

Age waived players may not participate.

## **Frozen Rosters:**

The roster for any team winning a bid will be frozen as submitted at registration check in. The Bid Tournament will send a signed copy of the roster and a signed acceptance statement to the USAV Events Department and the Regional Commissioner of the team's region following the conclusion of the Bid Tournament as the team's official roster for JNC. (Frozen Roster Rule) The roster of a team is frozen at the time the team earns and accepts a bid in a Bid Tournament, or applies for a bid in an at-large process. Accepting a bid defines the team as "qualified" for the JNC. All players listed on the roster of a team that qualified for the JNC may not be on the roster of or play on any other team attempting to qualify for the JNC. Switching a player from the roster of a qualified team to the roster of a team attempting to qualify will result in sanctions being imposed on the already qualified team, its club, and/or the individual(s) involved. Likewise, no player may switch from one qualified team to another qualified team, even within the same club. There are no restrictions on additions to the roster (up until the limit of 15 players) of new players or players from non-qualified teams. All teams and players must maintain eligibility compliance within their region. All players added to a roster must be on the roster submitted for at-large bid consideration. The roster is then frozen as of submission for bid consideration. Violations of the Frozen Roster Rule will result in sanctions being imposed on the already qualified team, its club, and/or the individual(s) involved, including the player, the coach and the club director. The YJOVD Ethics & Eligibility Committee will determine sanctions for violations of the Frozen Roster Rule. For a first or subsequent offense, the sanctions may be a warning, probation, suspension or expulsion.

## **Check In**

Prior to beginning of play each day, a coach, team rep or club director must confirm his/her team's presence at the gym by signing the Official roster for the Bid Tournament. The signing agent is verifying that all of the information contained on the roster is both complete and correct. This signature verifies that 1) all participants listed are registered with USAV or with the volleyball association in their country 2) all adults on USAV teams have filed completed background clearances with their region 3) all players meet the age definitions 4) at least one of the coaches listed is either CAP or IMPACT certified. The signing agent is assuming all responsibility for the organization (club) and any consequence if information is false or incorrect. A team will forfeit all games played prior to having their team checked in.

## **Check out**

All teams must check out before leaving the gym for the day. This is important on Saturday so that the team knows where and when it plays on Sunday. It is also important so that the team doesn't miss a work assignment or tiebreaker match. Teams should also check out if they are leaving the gym to go for lunch or to watch competition at another site. Unforeseen things could happen at any time and the teams need to be present in the gym to get instructions, play or work... ***WE ARE NOT responsible for last minute schedule changes, YOU ARE. So check out before you leave or check the web-site for updates [www.pacebootlegger.com](http://www.pacebootlegger.com) Please sign the official score board before you leave the play sight.***

### **Age and Identity Falsification Policy:**

Any person who alters any document that certifies the age or identity of a participant, or falsifies any statement which lists the age or identity of a participant, will be sanctioned as follows:

Any team representative, coach, program director or responsible adult found to be party to such action shall:

1. Be immediately suspended from registration with the USVBA and barred from further participation in the event; and
2. Be barred from participation in any USVBA events in any capacity for a minimum of two (2) years; and
3. Have a minimum probation of one additional year, to run consecutively to the suspension.

A junior player who knowingly plays in a lower age classification than he or she is actually eligible for, or an adult player who knowingly plays in a higher age classification than he or she is actually eligible for, or any player who knowingly misrepresents his or her identity shall:

1. Be immediately suspended from registration with the USVBA and barred from further participation in the event;
2. Be barred from participation in any USVBA events in any capacity, for a minimum of two (2) years; and
3. Have a minimum probation of one additional year, to run consecutively to the suspension.

When discovered and confirmed during an event, these penalties shall be the required minimum penalty imposed by the Event Arbitrator or the Event Ethics and Eligibility Committee. The Event Arbitrator or the Event Ethics and Eligibility Appeals Committee shall file a report of any age or identity violation with the Corporation's Ethics and Eligibility Appeals Committee and with the registering Member Organization with its recommendation.