

**BANKERS TRUST / IOWA SPORTS FOUNDATION
NET FEST VOLLEYBALL RULE ADAPTATIONS**

Listed below are a few specifics about this tournament. Please refer to the confirmation letter, tie breaking criteria sheet and USA volleyball's rule Web site for other details.

General

1. Teams failing to provide up & down referees, line judges and scorekeepers may be subject to forfeiting match(es). Please see warm-up and officiating protocols for more information.
2. For all divisions the tournament will consist of **pool play with two sets to 21 points**. Must win by two points with no cap. **Rally scoring will be used in all sets**. Bracket play will follow pool play with the number of teams advancing to bracket play determined after the entry deadline.
3. Teams advancing to the finals will play two out of three sets to a score of 21 (deciding set to 15 if needed). Rally scoring will be used. Must win by two points with no cap.
4. Teams are allotted a total of **12 substitutions per team per set** (not match).
5. The current **USA Volleyball rules will apply**, except the libero may serve in this tournament.
Visit: http://assets.teamusa.org/assets/documents/attached_file/filename/16086/2009-11_DCR_indoor_final.pdf for a complete list of rules.
6. No uniform code will be enforced. Each team is asked to have matching shirts with a visible number on the front or back.
7. Coaches are to provide a line-up sheet to the referee prior to each set.
8. Coin flip will determine which team is home or visitor.
9. **Net height** (for all divisions except 12 & Under) will be 7'4 1/8". 12 & under net height will be 7'0".
10. Each team is to bring its own balls, with team/individual name on them for warm-ups. In addition, each team is asked to bring one good ball to be used as the game ball. The officiating team for each match will provide the game ball. Lightweight balls (7-8 oz.) may be used in the 12 & under division during this tournament.
11. All divisions will use the marked service lines except the 12 & under division may serve from a shortened distance of 23 feet.
12. Basketball hoops extended from the wall are considered out of bounds.
13. Teams are expected to be ready to play at match start time. Forfeit time is match time or 5 minutes after the conclusion of the previous match. After each team's first match of the day, we will play ahead of schedule.
14. Coaches should have copies of player ID's (i.e. driver's license, driver's permit, school ID) should a question arise concerning a player's eligibility.
15. **Coaches, please remind your players/spectators that the facilities are to be respected and please pickup after yourselves. Since seating is very limited, no admission is charged for spectators.**
16. Teams using players not officially registered or using falsified information on rosters will be automatically disqualified from the event. Coaches are responsible and will be held accountable for all information.
17. Information pertaining to on court activities:
 - A. Only registered team players are allowed to become involved in eligibility rules and only the team coach is allowed to present protests concerning eligibility.
 - B. Play can be stopped for safety reasons by event staff or court monitors with the existing score declared final.

This tournament is for fun and experience and all participants should play in every match. Please approach each match in this manner. At times, situations may arise which are not specifically covered in the rules, but are covered by common sense. Coaches are responsible for behavior of parents, fans and players. Event staff may remove any persons if needed.

In case of inclement weather, please call 888.777.8881 x 105 for a prerecorded message or check the Web site at www.iowasportsfoundation.org. If the tournament would be cancelled due to weather conditions, entry fees will not be refunded, but all athletes will receive their T-shirts.

VOLLEYBALL PROCEDURE FOR BREAKING TIES

- 1) If teams are tied, head-to-head competition between the teams will determine the winner.
- 2) If teams are still tied after step 1, the results of the teams involved in the tie are added, and the point differentials are calculated.
- 3) If teams are still tied after step 2, the results of the teams not involved in the tie are added, and the point differentials are recalculated.
- 4) If teams are still tied after step 3, the winner will be determined by a coin toss.
- 5) Forfeits will be ruled as a 21-0 victory for that specific team.

Example: In a four (4) team pool, results of pool play yield the following standings:

| | |
|--------|------------------|
| Team A | 4 wins, 2 loss |
| Team B | 4 wins, 2 loss |
| Team C | 4 wins, 2 loss |
| Team D | 0 wins, 6 losses |

To break the tie to determine the pool winner, first look at the sets played.

| | | Set 1 | Set 2 | Net Results |
|-----------------------|---------|--------------|--------------|--------------------|
| Team A results | A vs. B | A- 16 B- 21 | A- 21 B- 19 | A net results: -3 |
| | A vs. C | A- 21 C- 8 | A- 18 C- 21 | A net results: +10 |
| Team B results | B vs. A | B- 21 A- 16 | B- 19 A- 21 | B net results: +3 |
| | B vs. C | B- 10 C- 21 | B- 21 C- 19 | B net results: -9 |
| Team C results | C vs. A | C- 8 A- 21 | C- 21 A- 18 | C net result: -10 |
| | C vs. B | C- 21 B- 10 | C- 19 B- 21 | C net result: +9 |

In totaling up team differentials:

| | |
|--------|----|
| Team A | +7 |
| Team B | -6 |
| Team C | -1 |

Team A is the winner of the pool. Team C is the second place team since they beat team B by a greater margin than team B beat them. Team B would then place third.