

# 2009 Asics Rocky Mountain Champions Classic

## I. Team Fee

a. All teams pay a team fee for participation in the Rocky Mountain Champions Classic. The \$350 Fee is due on or before the Coaches Meeting before the first match of the first day. Make Checks payable to Lone Peak High School.

## II. Team Tournament Officiating Responsibilities

a. The UHSAA will assign the up and down officials. Playing teams will be required to provide 1 line judge, and 1 person to help at the scoring table. Lone Peak and Lehi will provide the individuals to work the scoreboards.

## III. Start Time

a. The starting time for pool play on Friday will be 3:00 p.m. Starting time for Saturday is 8:00 a.m.

b. There will be a coaches meeting on Friday at 2:30 p.m. at both Lone Peak and Lehi to review the schedules and answer any questions. Playing fees are due on or before this time. Please check with site coordinators on Friday to verify where you play the next day or whether a playoff may be needed before you leave the schools Friday night.

## IV. Playing Schedule

### 4 Team Pools

1 vs. 3

2 vs. 4

1 vs. 4

2 vs. 3

3 vs. 4

1 vs. 2

a. All four (4) team pools will play a 2 out of 3 sets to determine a match to 25 points. The third set will be to 15 points, no cap on any sets.

## IV. Bracket Play

a. Please follow bracket schedule for who plays when and where. Everyone has at least 4 matches on Saturday.

b. All pool matches are 2 out of 3 sets to 25. Third set is to 15 points, no cap.

c. Tournament matches will be best 3 sets out of 5.

## V. Tiebreaker Procedures

a. For ties in the standings that do not affect who goes to the Championship Bracket (Tie for 1<sup>st</sup> and 2<sup>nd</sup> or tie for 3<sup>rd</sup> and 4<sup>th</sup> on Friday and Saturday), the following method will be used to break the tie in order going down:

i. Head-to-Head Match(es)

ii. Set percentage for all matches in pool

iii. Points percentage for all matches in pool

iv. Coin Toss

b. For ties in the standings that affect who goes to the Championship Bracket (3-way tie for 1<sup>st</sup> or 3-way tie for 2<sup>nd</sup> on Friday), the following method will be used to break the tie and seed the teams for the playoff in order going down:

i. Tied Teams will be seeded 1-2-3 based on the following criteria:

A. Head-to-Head Match(es)

B. Games percentage for all matches in pool

C. Points percentage for all matches in pool

D. Coin Toss

ii. If there is a 3-way tie for 1<sup>st</sup> place on Friday with 2 teams advancing to the Championship pools (AA or BB), the following method will be used to determine the playoff.

A. The #1 seeded team will automatically advance to the Championship Pools as the 1<sup>st</sup> place team.

B. The #2 and #3 seeded teams will play a 1-game playoff to 25 right after pool play to determine the 2<sup>nd</sup> and 3<sup>rd</sup> place teams. A 4-minute shared hitting warm-up will be allowed unless both teams wave this.

C. If one of the three teams has left the playing site before the tiebreaking match, they will automatically become the 3<sup>rd</sup> place team and the remaining two teams will be placed determined by their head-to-head match from pool play.

iii. If there is a 3-way tie for 2<sup>nd</sup> place on Friday with 1 team advancing to the Championship pools (AA or BB), the following method will be used to determine the playoff.

A. The #1 seeded team will automatically receive a bye into the tiebreaker final.

B. The #2 and #3 seeded teams will play the tiebreaker semifinal, a 1-game playoff to 25 right after pool play to determine who advance to the tiebreaker final and who will go to Friday as the 4<sup>th</sup> place team. A 4-minute shared hitting warm-up will be allowed unless both teams wave this.

C. The winner of the tiebreaker semifinal will play the #1 seeded team in the tiebreaker final, a 1-game playoff to 25 right after the tiebreaker semifinal. The winner of this will be the 2<sup>nd</sup> place team and the loser will be the 3<sup>rd</sup> place team. A 4-minute shared hitting warm-up will be allowed unless both teams wave this.

D. If one of the three teams has left the playing site before the tiebreaking matches, they will automatically become the 4<sup>th</sup> place team and the remaining two teams will play a 1-game playoff to 25 to determine 2<sup>nd</sup> and 3<sup>rd</sup> place.

## VI. Tournament Etiquette

a. Clean up – All teams will be responsible for the area where they sit at all playing venues (area's will be assigned with a banner when you enter the gym. The area must be cleaned up before they leave the tournament. Failure to do so will result in not being invited back.

b. Please through trash away-Extra garbage cans have been placed around the playing site to help keep it clean. This allows less cleanup in the end and keeps the cost of the tournament down.

## VII. Warm ups

a. A 10-minute warm-up (including ball handling, hitting and serving) will be allowed for the 1<sup>st</sup> match of the day for each team. Each team will have 2 minutes shared general warm-up then separately on the net for 5 minutes to hit/pass/serve.

b. On subsequent matches each team will only have 5 minutes on the net. This may be waved if both teams agree and want to start immediately.

## VIII. Line Up Sheets

a. Score sheets will be provided by the tournament at both schools. The two playing teams will have a scorer who will be the official scorer. Each team may have their own book at the table.

b. Line Up Sheets will not be provided. Please bring your own.

c. All teams must turn in a copy of their roster at the scorer's table during their match. We would also like you to email-or mail your roster and current team picture for our tournament media guide.

d. Please feel out team questionnaire about your team's history and prospectus for 2008. This will aid in the seeding as well as be interesting info for the media guide.

## IX. Awards

a. Awards will be given to the Gold, Silver, Bronze, and Copper Champions..

## X. Hospitality Room

a. A Hospitality Room will be provided at both sides and is for Coaches and Officials only. This room is not for Players or Parents. Anyone who breaks this rule will be escorted out of the building immediately.

## XI. Injuries

a. Teams are asked to bring their own training supplies for any injuries that may occur.