

# TUBA CITY BOARDING SCHOOL THUNDERBIRD JV VOLLEYBALL TOURNAMENT SATURDAY – September 7, 2019



#### **POOL PLAY**

## POOL A

#### 1. TUBA CITY BOARDING SCHOOL

- 2. KAIBETO BOARDING
- 3. PAGE MIDDLE
- 4. KAYENTA MIDDLE #2
- 5. ALBERT LYMAN #1

### **POOL B**

- 1. KAYENTA MIDDLE #1
- 2. TUBA CITY JR. HIGH
- 3. ROCK POINT COMMUNITY
- 4. SHONTO PREP
- 5. ALBERT LYMAN #2

TIME	POOL A – COURT	POOL B – COURT
	#1	#2
9:00 AM DST	1 vs 4	1 vs <mark>4</mark>
	2 vs 3	2 vs 3
	4 vs 5	4 vs 5
	1 vs 3	1 vs 3
	1 vs 2	1 vs 2
	3 vs 5	3 vs 5
	3 vs 4	3 vs 4
	2 vs 5	2 vs 5
	1 vs 5	1 vs 5
	4 vs 2	4 vs 2

- ALL GAMES ARE PLAYED AT THUNDERBIRD BIG GYM (ACROSS FROM FOOTBALL FIELD)
- PLEASE BE ON TIME AND READY TO PLAY.
- SHOW GOOD SPORTSMANSHIP.

#### **BRACKET PLAY**

	1ST PLACE POOL A			
2ND PLACE POOL B	GAME #3 COURT #1			
COURT#1				
GAME#1				
3RD PLACE POOL A			COURT#1	
		GAME#6		
				Champions
2ND PLACE POOL A				
COURT#2				
GAME #2				
	GAME #4 COURT #2			
3RD PLACE POOL B				
	1ST PLACE POOL B			
		L4		
			COURT#2	
			GAME #5	
				3RD PLACE
		L3		

- 1. COACHES MEETING AT 8:30 am DST IN WRESTLING ROOM (SW Corner of gym)
- 2. ALL GAMES RALLY SCORING.
- 3. Pool A and Pool B will each have 3 teams advance to knockout round.
- 4. IN CASE OF TIE IN POOL PLAY:
  - a. WIN/LOSS RECORD
  - b. HEAD TO HEAD
  - c. Possible play in game for #3 team on Pool A or #3 seed in Pool B if needed, one game to 8.
- . ROUND ROBIN GAMES/ BRACKET GAMES
  - a. ROUND ROBIN GAMES (2 games with 10 min running clocks, after 10 mins winner well be declared for that game, don't need to win by 2, each game will count towards pool record so you could split. If game is in tie at expiration of time, next point wins.)
  - BRACKET GAMES (BEST OUT OF 3 GAMES, TWO GAMES TO 15, THIRD GAME FIRST TEAM TO 8)—Must Win by 2.
  - c. BRACKET GAMES ARE SINGLE ELMINATION GAMES.
  - d. NO TIME OUTS FOR POOL PLAY AND 1 30 SEC TIMEOUT FOR BRACKET PLAY GAME.
- 6. No warm up
- COACHES PLEASE HAVE ROSTER/ LINE UP TURNED INTO THE SCORE TABLE, BEFORE THE START OF THE GAME.