SPIKEFEST TOURNAMENT RULES

Adult Divisions: Men's, Women's, Co-Ed
Adult Formats: 3-on-3 and 5-on-5
Adult Level: Mens: Open, AA, A, BB, B
Womens: Open, A, BB

Masters Division:
Masters Format: 3-on-3
Masters Level: Ages 35-45 and 45 plus

Junior Divisions: Boys, Girls
Junior Format: 3-on-3
Junior Level: Ages 12-18

ROSTER: 3-on-3 teams may have 1 sub. 5-on-5 teams may have 1 sub. Additional subs will not be provided swag and must be on the roster. Roster changes are allowed until 8:30am on Saturday, or under extenuating circumstances.

UNIFORMS: Uniforms are not required. This is outdoor Grass Volleyball, have FUN!

TOURNEY FORMAT: Round robin (pool play) format on Saturday with Double Elimination Playoffs on Sunday. It will be a double elimination until the semi and final match, then it will be single elimination. **All teams are guaranteed to play at least two matches on Sunday no matter how you did on Saturday.**

GAME/MATCH FORMAT:
Saturday (round robin pool play): Where you play everyone in your pool.

Sunday: Double Elimination bracket play. All teams will play best two out of 3 to 21, 3rd set to 15 if necessary, for their first 2 matches. This means that some teams might play 3 - best of 3 matches, depending on where they are in the bracket. The next rounds will be 1 set to 25, until semi-finals and finals, which will be best 2 out of 3.

The number of sets/points will be determined by total number of teams in division and pool size. Pool Size determined by number of teams in the division. The next rounds will be 1 set to 25, until semi-finals and finals, which will be best 2 out of 3.

Teams will be allowed a 5-minute warm up at the beginning of each match. Within a pool and after the first match, matches (warm-up) will begin immediately upon the conclusion of the match prior.

FORFEIT RULE: A five-minute rule is in effect for all games. Teams must be ready to start play 5 minutes after the previous game in their pool or Bracket is complete. If teams are not ready to play After ten minutes the game will be forfeited. The tournament director may extend leniency at his/her discretion. A team may play with two players in the 3-on-3 division, and a team may play with three players in the 5-on-5 division.

TIME OUTS: Each team is allowed (1) 45 second timeouts per set with the clock running. Time out may be called prior to server receiving ball on either side of court (between plays).

REFEREE ASSIGNMENTS: Spikefest teams officiate each other's games to keep things clean and fair. Each team in the tournament is responsible for officiating assigned games in their pool. Delaying a referee assignment will result in the loss of one point per minute for that team's next played game. Missing a referee assignment altogether will result in a one game deficit for their next scheduled match. During referee assignments, each team will provide a minimum of one referee. The officiating team must keep scores on the Volleyball Life app and submit at the conclusion of the match. **On Sunday, each losing team must referee the next match on their court.**

GAME START: Each match will begin with a coin toss to determine right to serve or to receive the serve or choice of side. Teams will change sides every 7 points scored (total between both teams).

SERVICE: Server rotation is required. Teams may not attack a serve. The service line is the back end line on both sides of the court and runs the length of the end line. No screening is allowed (blocking path of vision to the server). The ball may touch the net on serve as long as it goes over the net.

SERVICE RECEIVE: Players may "Double Contact" while playing the ball with their hands ONLY on the 1st contact each rally (serve receive or defense) and the attempt is made in one motion.

SCORING: Rally scoring is in effect for all games. Saturday will consist of round robin pool play. Sunday will consist of the double elimination playoffs (No Point Cap). All teams are guaranteed to play two matches on Sunday. In all games teams will switch sides at 7 points.

ROTATION: Player position rotation is mandatory only in 5-on-5 play.

SUBSTITUTIONS: Can be made at any dead ball.

BALL IN PLAY: Each team has three hits at the ball before the ball returns to opposing team's side of the court; hits include intentional and unintentional hits of the ball. A player may not contact the ball two times in a row. Two players may touch the ball at the same time and is considered one contact.

BLOCKING CONTACT: A blocking contact is NOT counted as a team hit in 3-on-3 and 5-on-5. The ball must break the plane of the net before attacking ball.

THE BALL IS OUT when the ball hits the ground, touches an object outside of the court, touches the poles or support ropes.

SPECIAL CO-ED RULES: In 3-on-3 format, one female must be on the court at all times. In 5-on-5 format, two females must be on the court at all times. In both formats if the ball is touched more than once, a female must contact the ball before the ball is returned to the opposite side.

FOOTWEAR POLICY: Players may not wear cleats or spikes of any kind. Players may play barefoot.

ROSTER CHANGES: Teams may change roster up until 8:30AM Saturday at the scoreboard tent by filling out roster change forms. No changes may be made after the team has played its first scheduled game. Teams may substitute for injured players who have been diagnosed by the first aid staff on site. All substitutions must be on the official team roster.

TOURNAMENT STAFF have final say on all tournament matters, and may modify rules if necessary.

WEATHER: Playing conditions will be approved, delayed, or cancelled by the tournament staff.

ALCOHOL: No alcohol is permitted on site unless provided by Event Concessionaire and consumed in designated areas.

PETS: No pets are allowed on site for the safety of all players and spectators.

rev. 7/17/24. These rules replace and supercede all previous Spikefest rules.

SPIKEFEST TOURNAMENT RULES

TENTS: Tents and shade canopies are allowed on site, only in allowed areas. Tents are not to exceed a size of 10'x10' and cannot have logos on top of the canopy. **Per park rules:** Tents cannot be left up over night; they must be taken down at the end of play Saturday. The park staff will remove any tent left up after the end of play.

USAV Outdoor Rules apply if not stated above.

SPIKEFEST TIE-BREAKING PROCEDURES

Seeding for Sunday playoffs will be decided based on Game Percentage (games won divided by total games played) of Saturdays pool results.

If at the end of pool play, there are two or more teams with the same game percentage, we will follow the below tie-breaking procedures.

Go to the scenario below that best fits your pool's situation…

TWO (2) TEAMS TIED AND TWO (2) ADVANCING SPOTS REMAINING:

1. No Playoff.
2. If one of the teams won both games between the two teams, the winning team receives the higher seed.
3. Point Differential (points for minus points against) will determine the higher seed.
4. If Point Differential is tied, coin flip.

TWO (2) TEAMS TIED AND ONE (1) ADVANCING SPOT REMAINING:

1. If one of the teams won both games between the two teams, the winning team will advance.
2. If the two teams split head-to-head games, they will play a 15 point tie-breaker game (winner advances).

THREE (3) TEAMS TIED AND THREE (3) ADVANCING SPOTS REMAINING:

1. No Playoff.
2. Point Differential (points for minus points against) will determine the higher seed.
3. If Point Differential is tied, coin flip.

THREE (3) TEAMS TIED AND TWO (2) ADVANCING SPOTS REMAINING:

1. One (1) tie-breaker game will be played.
2. Point Differential (points for minus points against) will used to determine the higher seed. The team with the largest Point Differential will advance without playing a tie-breaker match and will referee the tie-breaker game to 15 points between the two remaining teams.
3. The teams with the two lower Point Differentials will play a 15 point tie-breaker game for the last remaining advancing spot.

THREE (3) TEAMS TIED AND ONE (1) ADVANCING SPOT REMAINING:

1. Two (2) tie-breaker games will be played.
2. Point Differential (points for minus points against) will used to seed the teams for the tie-breaker.
3. The two (2) teams with the lowest Point Differential will play a 15 point game first and the higher seeded team will referee the game.
4. A second tie-breaker game will be played for the remaining advancing spot between the winner of the first tie-breaker game and the higher seeded team. The losing team of the first tie-breaker game will referee the second game to 15 points. The winner of the 2nd game will advance to Sunday.

GAME PERCENTAGE: (games won) / (total games played)

POINT DIFFERENTIAL: (points won) – (points lost) … over the entire pool