

## **2200 VOLLEYBALL (GIRLS)**

### **2210 Dates (2024-25 is the second year of the new draw)**

- 2211 Earliest day for practice - August 19, 2024
- 2212 Earliest day for first meet - August 27, 2024
- 2213 WIAA - Regionals - October 24 & 26, 2024
- 2214 WIAA - Sectionals – October 31 & November 2, 2024
- 2215 WIAA - State - November 7, 8, & 9, 2024
- 2216 Conference Coaches Meeting – Tuesday, October 29, 2024 6:30 PM at Divine Savior Holy Angels.

### **2220 Regulations/Schedules**

- 2221 Volleyball shall be governed by The National Federation of State High School Associations rules, with Wisconsin adaptations, as well as WIAA rules and regulations.
- 2222 The ball recommended for play shall be an eighteen-panel leather multi-colored ball that is NFHS approved. The **HOST** school will provide all properly inflated balls for pre-game warm-ups.
- 2223 The **HOST** school shall provide all game management personnel. This includes game manager, security, official scorer, scoreboard operator, admission personnel and line judges. The Conference Commissioner shall provide all officials.
- 2224 The **HOST** school shall report match results for all three levels to Divine Savior Holy Angels by phone (414) 616-2809, email [seegers-braunp@dsha.info](mailto:seegers-braunp@dsha.info) or fax (414) 466-0590 by the morning following the match.
- 2225 Each school should report results and stats to MaxPreps following each conference match in a timely manner.
- 2226 Athletic Directors will provide rosters with all three teams on one page to each school prior to the first Conference match.
- 2227 Levels of play will be JV2, JV, and Varsity. Once rosters are set, a player may move up or down a level for Conference play on a particular day. However, a player may only dress and play in one match per day at any

level unless a team has low numbers or injuries. If a team has low numbers or injuries, a player may play in the allowed 6 sets per day according to WIAA rules. A player may only play in ONE JV or JV2 Conference Tournament and Varsity players may not move down to play in either. JV2 teams will adhere to the maximum number of games as set by the WIAA for Freshmen teams.

2228 All volleyball schedules shall be drawn by the Athletic Director in charge of Volleyball and approved by the Athletic Directors.

## **2230 Contest Guidelines**

2231 All JV2/JV matches will begin at 5:30 PM. Varsity matches will begin at 7:00 PM.

2232 JV2 and JV matches will be played simultaneously prior to the Varsity match.

2233 JV2 and JV will play two out of three sets (rally scoring), with the winner of 2 of the 3 sets determining the winner of the match. All sets will be played to 25 points with a guaranteed third set.  
Varsity will play three out of five sets (rally scoring) to 25 points to determine the match winner. If a fifth set is necessary to determine a match winner, the fifth set will be played to 15 points with no cap.

2234 There will be a minimum twenty-minute warm-up period prior to each match. Warm-up procedures will be six (6) minutes of shared ball handling, seven (7) minutes of home team alone on court, seven (7) minutes of visitors alone on court.

2235 An adult or qualified student shall be the official scorer for each Conference match at all levels. The visiting team scorer may also be present at the score table. It is recommended that at least JV level or higher, or adult line judges be used for the varsity match. The line judges shall remain the same for the entire varsity match unless removed and changed by the official.

2236 There is no cap in all tournaments.

2237 At the beginning of the match, the starters will go to their respective endline for introductions. They shall remain there until directed by the officials to shake hands at the beginning of the match. They shall not shake hands as their names are called. They should simply step forward.

## **2240 Awards**

- 2241 Conference standings will be decided on the basis of match play. JV2 and JV matches will be decided on the winner of 2 of 3 sets. Varsity matches will be decided on the winner of 3 of 5 sets.
- 2242 In the event of a tie, the championship will be shared. Each team will receive an award.
- 2243 A Conference Championship bar and individual awards shall be made in accordance with the Award By-Laws (470). The Conference will award one (1) Championship bar to Dual meet Champions and fifteen (15) team certificates, one (1) Championship bar to the Conference Tournament Champions and fifteen (15) team certificates.
- First Team All-Conference awards will include eight (8) gold and eight (8) silver medals and one (1) Athlete of the Year plaque. Players receiving Honorable Mention will receive a certificate.

## **2250 All-Conference Selection**

- 2251 All-Conference selection will take place the night of the Conference Volleyball meeting at the end of the season.
- 2252 Coaches will nominate players from their team worthy of First Team selection. Each coach will provide CONFERENCE statistics for each player nominated at least one week before the All-Conference meeting in MaxPreps, as well as a picture for identification. Each coach will speak about each player nominated.
- 2253 A secret ballot will be taken from the list of nominated players. Coaches may not vote for their own players.
- 2254 The eight players receiving the highest number of votes will constitute the first team. In case of ties, another secret ballot will be cast between players involved in the tie. Coaches may not vote for their own players. The loser in the tie breaker will automatically be placed on the second team.
- 2255 Coaches will nominate players from their team worthy of Second Team selection and Honorable Mention. Conference statistics and photo should be available for each additional nominee.
- 2256 A secret ballot will be taken from the list of nominated players for Second Team. Coaches may not vote for their own players.

- 2257 The eight players receiving the highest number of votes will constitute the second team. If anyone receives at least one vote, they will also be placed on Honorable Mention.
- 2258 Upon completion of the voting, a coach may appeal to have one more vote taken with regard to a player who was already nominated, but did not receive a vote for Honorable Mention. A coach may vote for as many or as few players as they feel are deserving. A coach may not vote for his/her own player. The player may be placed on Honorable Mention if she receives at least 4 votes.
- 2259 “Player of the Year” will be voted on by the coaches from the players receiving first team All-Conference selection. Coaches may not vote for their own players. Coaches will have three tries to break ties for “Player of the Year.” If they are unable to break the tie, the Athletic Directors will break the tie and determine the “Player of the Year.”

## 2260 Statistics

- 2261 Divine Savior Holy Angels High School will keep JV2, JV, and Varsity team standings. The host school of Conference games is responsible for reporting the game results the day following a home Conference match.

### History of Tournament Hosting

	<u>Varsity</u>	<u>JV</u>	<u>JV2</u>
2021	N/A	Hamilton	West Allis Nathan Hale
2022	N/A	West Allis Nathan Hale	Wauwatosa West
2023	N/A	Menomonee Falls	Brookfield Central
2024	N/A	Wauwatosa West	Hamilton
2025	N/A	DSHA	West Allis Nathan Hale
2026	N/A	Wauwatosa East	Menomonee Falls
2027	N/A	Hamilton	Wauwatosa West
2028	N/A	West Allis Nathan Hale	DSHA
2029	N/A	Menomonee Falls	Wauwatosa East

**Greater Metro Conference  
2024 JV Conference Tournament**

	Pool A	Pool B	Pool C
seed 1		2	3
6		5	4
7		8	9

Teams will be placed in pools based on their final season standings.

All matches in pool play will be 2 out of 3 (third game only if necessary to 15 points). No cap on any games. Pools will be reseeded into a championship pool following morning pool play. Off team in each pool will work the match on their court.

Warm-up prior to your first match (6-7-7), rounds following will be (2-4-4)

**Morning pool play**

	Pool A	Pool B	Pool C
9:00	1 v 7	2 v 8	3 v 9
10:00	6 v 7	5 v 8	4 v 9
11:00	1 v 6	2 v 5	3 v 4

**Morning pool play tie-breaker (3 way tie - all teams tied at 1-1)**

1. Teams will be ranked by set % (set won divided by total number of sets played)
  - a. Teams ranked 2 and 3 will play a 1 game play-off to 15 points (no cap). (#1 ranked team will work this game.) Loser goes to the bronze pool.
  - b. Winner from the 2/3 play-off game will take on the #1 ranked team in a 1 game play-off to 15 points (no cap). (Loser from 2/3 game will work this game.) Winner to the gold pool; loser to the silver pool.
2. In the event that the initial 3-way tie cannot be broken by set %, teams will be ranked by total points scored in the pool; tie-breaking games will then ensue as described above.
3. If neither set % nor total points breaks the tie, teams will be ranked according to regular season final standings.

**Championship pool play**

	Gold	Silver	Bronze
12:30	1 v 3	1 v 3	1 v 3
1:30	2 v 3	2 v 3	2 v 3
2:30	1 v 2	1 v 2	1 v 2

Teams will be listed 1, 2, or 3 based on regular season final standings. The off team on each court will work the game being played on their court. Warm-up for each match will be (2-4-4).

**Championship Gold pool tie-breaking (3 way tie – all teams tied at 1-1)**

1. Teams will be ranked according to: (1) championship pool set %, (2) point differential in championship pool, (3) regular season finish.

- a. Teams ranked 2 and 3 will play a 1 game play-off to 15 points (no cap). (#1 ranked team will work this game.) Loser will finish in third place.
- b. Winner from the 2/3 play-off game will take on the #1 ranked team in a 1 game play-off to 15 points (no cap). (Loser from 2/3 game will work this game.) Loser of this game will take second place.
- c. Winner of the tiebreak is the Greater Metro Conference Tournament Champion.

**Silver and Bronze pool tie-breaking (3 way tie – all teams tied at 1-1)**

No tie-breaking games will be played. In the event of a tie in these pools, final standings will be determined by the following criteria:

- a. Championship pool set %
- b. Point differential
- c. Set % for the entire GMC Tournament

**Greater Metro Conference  
2024 JV2 Conference Tournament**

	Pool A	Pool B	Pool C
seed	1	2	3
	6	5	4
	7	8	9

Teams will be placed in pools based on their final season standings.

All matches in pool play will be 2 out of 3 (third game only if necessary to 15 points). No cap on any games. Pools will be reseeded into a championship pool following morning pool play. Off team in each pool will work the match on their court. Warm-up prior to first match (6-7-7), rounds following will be (2-4-4)

**Morning pool play**

	Pool A	Pool B	Pool C
9:00	1 v 7	2 v 8	3 v 9
10:00	6 v 7	5 v 8	4 v 9
11:00	1 v 6	2 v 5	3 v 4

Morning pool play tie-breaker (3 way tie - all teams tied at 1-1)

1. Teams will be ranked by set % (set won divided by total number of sets played)
  - a. Teams ranked 2 and 3 will play a 1 game play-off to 15 points (no cap). (#1 ranked team will work this game.) Loser goes to the bronze pool.
  - b. Winner from the 2/3 play-off game will take on the #1 ranked team in a 1 game play-off to 15 points (no cap). (Loser from 2/3 game will work this game.) Winner to the gold pool; loser to the silver pool.
2. In the event that the initial 3-way tie cannot be broken by set %, teams will be ranked by total points scored in the pool; tie-breaking games will then ensue as described above.
3. If neither set % nor total points breaks the tie, teams will be ranked according to regular season final standings.

**Championship pool play**

	Gold	Silver	Bronze
12:30	1 v 3	1 v 3	1 v 3
1:30	2 v 3	2 v 3	2 v 3
2:30	1 v 2	1 v 2	1 v 2

Teams will be listed 1, 2, or 3 based on regular season final standings. The off team on each court will work the game being played on their court. Warm-up for each match will be (2-4-4).

Championship Gold pool tie-breaking (3 way tie – all teams tied at 1-1)

1. Teams will be ranked according to: (1) championship pool set %, (2) point differential in championship pool, (3) regular season finish.

- a. Teams ranked 2 and 3 will play a 1 game play-off to 15 points (no cap). (#1 ranked team will work this game.) Loser will finish in third place.
- b. Winner from the 2/3 play-off game will take on the #1 ranked team in a 1 game play-off to 15 points (no cap). (Loser from 2/3 game will work this game.) Loser of this game will take second place.
- c. Winner of the tiebreak is the Greater Metro Conference Tournament Champion.

Silver and Bronze pool tie-breaking (3 way tie – all teams tied at 1-1)

No tie-breaking games will be played. In the event of a tie in these pools, final standings will be determined by the following criteria:

- a. Championship pool set %
- b. Point differential
- c. Set % for the entire GMC Tournament