

PSR 2018 POWER LEAGUE TOURNAMENT HANDBOOK



Power League Dates

PL #	U18's	U16's	U15's	U14's	U12's
1	Jan 6 & 28	Jan 7 & 27	Jan 20 & 28	Jan 21 & 28	Jan 27
2	Feb 11	Feb 10	Feb 11	Feb 11	Feb 10
3	March 3	March 4	March 3	March 3	March 4
4	April 15	April 14	April 15	April 15	April 14

Power League Platinum Dates

Platinum #	U18's	U16's
1	Feb 10	Feb 10
2	March 11	March 11
3	April 14	April 14

KEY NOTES

SELF SELECTION INTO D1 AND D2 FOR U14 SEEDING DAY

Based on club director feedback, teams may self-select into Division 1 or Division 2 for the U14 seeding day. **You must designate your division choice on the seeding form.** Following the seeding day, the two divisions will be blended into one league. The benefit here is that if you have a team that, due to its youth and/or experience, cannot compete with the top half of the league, they will be playing against teams more of their own caliber from the outset.

This has worked out well since it was instituted in 2015. Please be aware that if you designate yourself Division 2, you will be starting in the bottom half of the league after the seeding day is complete.

SEEDING DAY FORMAT

Based on feedback from coaches, the 1st round of the seeding day will be 1 game to 25, while the second round will be 2 out of 3, with all games to 15. Crossover match formats will be dictated by the expected length of each age's overall format. The reasoning behind this change is that teams are more evenly matched in the second round of play, and by going to a best 2 out of 3 format, coaches can make adjustments during the match as necessary. Such adjustments are more limited in a 1 game to 25 match and the second round of play will have more even match ups than the first round.

REQUIRED BREAKS FOR TEAMS INVOLVED IN SUCCESSIVE MATCHES

Flights of less than 8 create potential situations where a team may have to play 3 matches in a row or work/play more than 3 matches in a row. Such a schedule may help play move along but also places too much stress on the players. In flights of 8, certain pool play finishes combined with playoff formats may also create these situations.

Any team that has to play 3 matches in a row must be given a 20-minute break before their 3rd match. Warm up times for their next match will begin following the 20-minute rest period.

Any team that has a combination of work/play assignments for more than 3 matches in a row must be given a minimum 20-minute break after their 3rd straight match. Warm up times for their next match will begin following the 20-minute rest period.

In some cases, such breaks are already built into the schedule. Where such defined breaks exist, teams will not be provided with the additional time described above.

CHANGE OF FORMAT FOR FIRST U12 PLAY DATE

In past seasons, the first U12 play date was a combination seeding/point scoring day. This has led to some very long days in the gym. Starting in 2018, the first U12 play date will have teams begin in flights with the teams seeded into the field by the PSR Seeding Committee. This play date will be a point scoring day.

POWER LEAGUE OVERVIEW

In 2007, The Puget Sound Region initiated a linear ranking tournament series to be played at various sites within the region. This tournament series is used to rank teams within each age division and will provide qualifying and seeding methods for the Junior Regional Championships as well as the PSR National Bid Tournament.

The tournament series will be held on five days spread over five separate weekends with the first two days in January, and one additional date each in February, March and April. Please note that U12's will have only one day in January and four total days in their series and the entry fee will be less than that of all other age groups. For U14 through U18 age divisions, the first January date will consist of seeding rounds, while the second January date will be the initial point scoring date. The January play date for the U12 age division is a combination of seeding and point scoring. Playing days in February, March, and April will also have points awarded to each team based on their finish. Thus, a total of 4-point scoring dates will be included in the final league standings.

Teams will be required to enter all five days (four for U12's). There is a financial penalty for missing a play date. This policy is detailed further in the manual.

Points will be awarded for each placement from top to bottom. A premium will be awarded to finishing 1st overall. Also, points will increase each subsequent date (the point system format is listed at the end of this document). These points from each session will cumulate and the total number of points awarded will determine overall league standings. The overall standings will then be utilized to help seed the Junior Regional Championship as well as the PSR National Bid Tournament.

After the conclusion of the seeding portion on the first play day, teams will be placed into flights consisting of pool and playoff bracket play. The majority of the flights will consist of 8 teams, although, since the region has decided to accept all teams that enter the league, there may be flights of 5, 6 and 7 teams. Different flight structures are listed below. The teams will be ranked from 1st on down after flight play has concluded. In the majority of flights, the top three finishers will move up a flight while the bottom three finishers will drop down a flight. There are some minor exceptions, including the U16's and U18's flight # 1 where only the top team will move into the Inter-Regional Platinum League while the bottom team from the Inter-Regional Platinum League will move down into flight # 1.

Teams that decide not to participate in the league will still be allowed to enter the Junior Regional Championships and the PSR Bid Tourney, and will be seeded by a seeding committee created by the PSR Operations Director. For specific details on the PSR National Bid Tournament, please access the 2018 PSR Bid Tournament Manual.

MOVEMENT OF TEAMS FROM FLIGHT TO FLIGHT

In all 8 team flights, except for Flight 1 in the U18 and U16 divisions, the top 3 teams will be moving up a flight and the bottom 3 will be moving down a flight. In Flight 1 for the U18's and U16's, only the top team will move up to the PSR/CEVA Platinum Flight.

Following pool play, both pool winners know that they will be moving up and are playing each other for 1st and 2nd in the flight. The two 2nd place teams will play each

other with the winner moving up a flight and the loser remaining in that flight. The two 3rd place teams are playing each other with the winner remaining in the flight and the loser moving down a flight. The two fourth place teams both know that they will be moving down and will be playing for 7th and 8th.

EXCEPTIONS TO STANDARD MOVEMENT OF TEAMS

Exceptions to the standard of 3 teams moving up and 3 moving down will occur after the first point scoring play date in the U18 and U16 age divisions. 4 teams will be moving up in each flight in order to fill spots in the Platinum Division. The playoff in flights of 8 will be 1st versus 1st and then 2nd will cross over to play 3rd. The two winners of 2nd vs. 3rd will move up a flight and the two losers will stay.

Following this first point scoring day for the U18 & U16 divisions, only the top team from Flight 1 will move up into Platinum, while the lowest finishing PSR team in Platinum will drop into Flight 1.

Other exceptions may occur at the bottom flights of each age division. Since we accept all teams there may be 5, 6 or 7 team flights at the bottom of each age division. The configuration of these flights will drive the number of teams moving up or down, but at no time will that number be less than 2 teams.

FINANCIAL PENALTY FOR MISSING A PLAY DATE

Teams that choose not to participate in a Power League play date, in order to participate in another event, will be fined \$150 per tournament date missed. They must also pay a \$100 reinstatement fee in order to participate in the next Power League date. If a team cannot participate, due to reasons other than playing in another event, they will only pay a \$100 reinstatement fee. If the date missed is the final league day, the above fines must be paid prior to participating in any PSR hosted event, including the PSR Junior Regional Championships and the PSR Bid Tournament.

Teams that miss a play date will be considered as the bottom finishing team in the flight they were scheduled to participate in.

WAIVER OF FINANCIAL PENALTY FOR THE 4TH PLAY DATE

With the juniors' schedule having more national events added to it, and many such events splitting onto multiple weekends, it has become increasingly difficult to find power league dates that are not conflicting with a national qualifier that our regional teams tend to go to. In order to allow our teams as many opportunities to attend national qualifiers, any league teams that have to miss the final play date, **due to their attendance at a national qualifier**, will have the financial penalty for missing the league date waived.

ENTRY FEES & REFUND POLICY

- Entry fee of \$765 per team covers 5 days of competition (Days 1-2 during Jan., plus Day 3 in Feb., Day 4 in March, and Day 5 in April). U12's will cost \$600 per team and covers 4 days of competition (Day 1 in January, plus Day 2 in Feb., Day 3 in March, and Day 4 in April).
- Refund policy – If a team withdraws from the league 2 weeks or earlier of the start

date, they will receive their entry fee back, minus a \$100 administrative charge. Withdrawals within 2 weeks of the start of the league will not receive a refund.

ONLY FIRST 2 POINT SCORING DATES USED FOR PSR U18 BID TOURNEY

USA Volleyball has moved all divisions of the U18 girls' junior national championship to a spring date. In order to have our representative decided in time, the PSR U18 Bid Tourney will be played following the 2nd play date.

In order to compensate for using the points scored from only the first 2 play dates, the PSR U18 Bid Tourney will not have a limit on number of entries accepted. However, teams entering should be realistic about their chances to gain the 1 National bid that our region receives.

ONLY FIRST 3 POINT SCORING DATES USED FOR PSR BID TOURNEY IN U12 THROUGH U17 DIVISIONS

The PSR Bid Tournament has been scheduled, as it was for the past two years, before the final power league play date. This was done to allow teams to 1) know earlier in the process if they have earned a bid and begin appropriate planning and 2) allow teams to attend as many qualifiers as possible.

In order to compensate for not using the points scored on the last play date, the PSR Bid Tourney fields have been expanded to 16.

DIVISIONS

The tournament series will be played in five age groups, U18, U16, U15, U14 and U12. The U13 and U17 odd age groups will play up with the next older age division. The rankings of teams in their individual age divisions will be easily ascertained because the rankings are linear. All teams that apply by the deadline will be accepted into the league. The PSR Operations Director will develop a suitable format for any flight with an odd number of teams in it.

FORMAT

January Play

The first January play day for the U14 and older age divisions will consist of competition which will sort the teams into flights. The second play day in January will be the first point scoring day of the league. The exact format for the first play day will be driven by both the number of teams that enter a specific age group as well as the number of courts available and their proximity to each other.

For the U12 division, the first play date will begin in flights with the teams seeded into the field by the PSR Seeding Committee. This play date will be a point scoring day.

Format for Point Scoring Playing Dates

There is no change from the past 2 years. The format in place since 2015 was well received as teams are playing more meaningful matches in a shorter time frame. All matches will be 2 out of 3 (25,25,15), no cap, and will start at 0-0. The only exception is

a 3-team pool in a 7-team flight, where the 3 teams will play 3 games guaranteed.

The format will be for all teams to be seeded into flights from top to bottom based on the previous round. These will be one-day tournaments. The first round would consist of pool play and the second round would consist of playoff bracket competition. After these two rounds of play we will have each flight linear ranked from 1st on down. Flights of 5 teams will only compete in pool play which guarantees them 4 matches and a chance to play everyone in the flight.

Following each point scoring play day, a certain number of the top finishing teams will move up a flight for the next play date and, conversely, a certain number of the teams finishing at the bottom will move down a flight. In most flights the number is three.

8 Team Flight Format

Pool play will consist of the best 2/3 (25,25,15), no cap, with all games starting at 0-0. Following pool play, both pool winners know that they will be moving up and are playing each other for 1st and 2nd in the flight. The two 2nd place teams will play each other with the winner moving up a flight and the loser remaining in that flight. The two 3rd place teams are playing each other with the winner remaining in the flight and the loser moving down a flight. The two fourth place teams both know that they will be moving down and will be playing for 7th and 8th.

One exception is the first point scoring play date for the U16 & U18 age divisions. 4 teams will be moving up in each flight in order to fill spots in the Platinum Division. The playoff in flights of 8 will be 1st versus 1st and then 2nd will cross over to play 3rd. The two winners of 2nd vs. 3rd will move up a flight and the two losers will stay.

Following this first point scoring day for the U18 & U16 divisions, only the top team from Flight 1 will move up into Platinum, while the lowest finishing PSR team in Platinum will drop into Flight 1.

7 Team Flight Format

All matches in the pool of 4, as well as all playoff matches, will be the best 2 out of 3 (25,25,15), no cap, score starts at 0-0. The pool of 3 will be playing 3 games guaranteed with all games starting at 0-0 and going to 25 with no cap. In the 3-team pool, there will not be a coin flip for game 3, but the teams should switch sides at 13. Standings for the pool of 3 will be based on games.

In order to keep the two pool schedules on a similar time structure, the first two matches of the 4-team pool will be played in round 1 using both courts with the 3-team pool providing the officiating teams. The 3-team pool will then begin their scheduled play in the second round of the day.

The top half of the playoff bracket will be the same as in 8 team flights. In the bottom half, the last place teams from each pool will play each other and the winner will play against 3rd place in the 4-team pool. Typically, the top 3 teams will be moving up a flight, while the bottom 2 will move down a flight.

6 Team Flight Format

All matches, both in pool play and bracket play, will be the best 2/3, no cap, start at 0-0. The 6 team flights will be in 2 pools of 3 teams, and the teams will play a round-robin schedule within their own pool. Following pool play, second and third place teams will cross over and play each other. The winner of 2nd in pool A vs 3rd in pool B will then play against 1st in pool B. The winner of 2nd in pool B vs 3rd in pool A will play against 1st in pool A. Losers of the first round of playoffs will play each other for 5th /6th. Losers of the second round will play each other for 3rd/4th while the winners will play each other for 1st/2nd.

Since all teams are involved in every round of play, a lunch break of approximately 30 minutes must be included after round 3. The lunch break may be shortened only if all coaches agree. There is also a possibility that one team may end up either working or playing 4 matches in a row during the playoff rounds. If this occurs, they must be given a 20-minute break before their 4th match. Warm up time would begin following the 20 minutes.

Typically, the number of teams moving up will be 3 and the number of teams moving down will be 3.

5 Team Flight Format

The five team flights will be playing in a 5-team pool play round robin, using two courts. There will not be any bracket play since at the conclusion of pool play all team will have played 4 matches, all against different opponents. Standings will be based on overall pool play. All matches in the flight will be the best 2/3 (25,25,15), no cap, score begins at 0-0.

Teams in a 5-team flight will need to officiate two courts at the same time. Whenever possible, the region will assign a USAV certified official to specifically help officiate one of the two courts. Since all teams are involved in every round of play, two food breaks of 30 minutes are built into the schedule. The first food break is after round 2 and the second is after round 4. These breaks may not be longer than 30 minutes. Following the 30 minutes the warm up times for the next round of matches shall begin.

The number of teams moving up or down will be dictated by the number of teams in the flights above and below the 5-team flight.

Pool Play Schedules

4 team pools:

Round	Play	Ref
1	1 vs 3	2
2	2 vs 4	1
3	1 vs 4	3
4	2 vs 3	1
5	3 vs 4	2
6	1 vs 2	4

5 team pool playing on two courts:

Round	Court 1	Ref	Court 2	Ref
1	1 vs 5	2	3 vs 4	2
2	2 vs 3	1	4 vs 5	1
Food Break 30 Minutes				
3	1 vs 4	3	2 vs 5	3
4	1 vs 3	5	2 vs 4	5
Food Break 30 minutes				
5	1 vs 2	4	3 vs 5	4

3 team schedule:

Round	Play	Ref
1	1 vs 3	2
2	2 vs 3	1
3	1 vs 2	3

Schedule for flight of 7 (4 teams in Pool A):

Teams in pool B will provide officials for Pool A round 1

Round	Court 1	Ref	Court 2	Ref
1	A1 vs A3	B1	A2 vs A4	B3
2	A1 vs A4	A3	B1 vs B3	B2
3	A2 vs A3	A1	B2 vs B3	B1
4	A3 vs A4	A2	Food	Break
5	A1 vs A2	A4	B1 vs B2	B3

Schedule for flight of 7 (4 teams in Pool B):

Teams in pool A will provide officials for Pool B round 1

Round	Court 1	Ref	Court 2	Ref
1	B1 vs B3	A1	B2 vs B4	A3
2	B1 vs B4	B3	A1 vs A3	A2
3	B2 vs B3	B1	A2 vs A3	A1
4	B3 vs B4	B2	Food	Break
5	B1 vs B2	B4	A1 vs A2	A3

Tie Breaking Procedures for PSR Power League Play

There will not be any playoff games to break ties in pool play. The following are tie-breaking procedures for the league:

Two teams tied for a position:

1. Tie breaker will be their head to head match up.

Three teams tied for a position:

If 3 teams are tied in match record, the ties are broken by applying the following steps, in order, **without repeating any step**. Head to head results will not be used at any time in breaking a three-way tie.

1. Determine each team's set percentage (divide each team's total sets won in the pool by the total sets played). The team with the highest set percentage is first.
2. If some, or all, of the teams have the same set percentage, then determine the point percentage of the teams that are still tied. **Divide each team's total points scored by the total points scored against them by all opponents played**. Please note that this is different than a plus/minus tie-breaker. Of the teams still tied, the team with the highest point percentage has the next highest finish in the pool.
3. If two or more teams are still tied, then a coin toss.

Inter-Regional (Platinum Division)

The top four teams in the U16's and U18's division will play teams from Columbia Empire in the Inter-Regional Platinum Division. Following Platinum Division play, the bottom PSR team will be moving back into Flight 1 of the PSR Power League and the top team in Flight 1 will be moving up to the Platinum Division for the subsequent Power League date. The Platinum Division will be played on dates 2, 3 & 4 of the league.

All Platinum Division play will be conducted at sites secured by CEVA. The locations are selected based on their quality as well as their location in relation to the largest population centers of the two regions involved.

Admission Charge for Platinum Division

There will be a gate fee for the Platinum Division play. Spectators will be charged a \$5 entry fee. The gate fee charge was necessitated by the amount of garbage generated by the teams and spectators, and the subsequent need for the hosts to hire additional clean up staff.

There is no gate fee for any Power League play hosted within the PSR boundaries, although there are some facilities that have a parking fee.

Seeding for Platinum Division

Seeding for the February play date of the Platinum Division will be as follows:

<u>Pool A</u>	<u>Pool B</u>
PSR # 1	CEVA # 1
CEVA # 2	PSR # 2
PSR # 3	CEVA # 3
CEVA # 4	PSR # 4

Seeding for March and April will follow the power league format of snaking seeds, based on the results of the previous play date. The teams entering the Platinum Division will be seeded based on balancing the regional representation within each pool. The goal is to have two teams from PSR and two teams from CEVA in each pool.

<u>Pool A</u>	<u>Pool B</u>
Seed 1	Seed 2
Seed 4	Seed 3
Seed 5	Seed 6
PSR or CEVA	PSR or CEVA

***Tie Breaking Procedures for Platinum Division Play
(criteria is different from PSR power league play since the Platinum division is a collaborative effort between PSR and CEVA)**

Two teams tied for a position:

1. Tie breaker will be their head to head match up.

Three teams tied for a position:

All tie breaking games will be treated as a deciding game in a normal match, thus one game to 15 points, switching sides at 8, with no cap. The following criteria will determine the seeding:

Teams will be re-seeded for the tie breaking games based on pool play finish using game percentage then total points. If two teams are tied after the re-seed, then the team with the higher seed coming in will be assigned the higher seed going into the tie breaking games. If all three teams have the same game percentage and total points, then they will be seeded into the tie breaking games based on their initial seed coming in.

For teams competing for seeds 1, 2 & 3, the tie breaking game will only be played between the 2nd and 3rd seeds, with the 1st seed officiating. For teams competing for seeds 2, 3 & 4, the first tie breaking game will be between the two lowest reseeded teams and the winner of this game will play the highest reseeded team. The team not involved in a specific tie breaking game will be the officiating team.

POINT SYSTEM

There will be points awarded for each placement from top to bottom. A premium will be awarded to finishing 1st overall. Also, points will increase each subsequent league date.

PLACE	PL - 1	PL-2 (x 1.25)	PL-3 (x 1.5)	PL-4 (x 1.75)
1 st	715.00	893.75	1072.50	1251.25
2 nd	700.00	875.00	1050.00	1225.00
3 rd	695.00	868.75	1042.50	1216.25
4 th	690.00	862.50	1035.00	1207.50
5 th	685.00	856.25	1027.50	1198.75
6 th	680.00	850.00	1020.00	1190.00
7 th	675.00	843.75	1012.50	1181.25
8 th	670.00	837.50	1005.00	1172.50
9 th	665.00	831.25	997.50	1163.75
10 th	660.00	825.00	990.00	1155.00
11 th	655.00	818.75	982.50	1146.25
12 th	650.00	812.50	975.00	1137.50
13 th	645.00	806.25	967.50	1128.75
14 th	640.00	800.00	960.00	1120.00
15 th	635.00	793.75	952.50	1111.25
16 th	630.00	787.50	945.00	1102.50
17 th	625.00	781.25	937.50	1093.75
18 th	620.00	775.00	930.00	1085.00
19 th	615.00	768.75	922.50	1076.25
20 th	610.00	762.50	915.00	1067.50
21 st	605.00	756.25	907.50	1058.75
22 nd	600.00	750.00	900.00	1050.00
23 rd	595.00	743.75	892.50	1041.25
24 th	590.00	737.50	885.00	1032.50
25 th	585.00	731.25	877.50	1023.75
26 th	580.00	725.00	870.00	1015.00
27 th	575.00	718.75	862.50	1006.25
28 th	570.00	712.50	855.00	997.50
29 th	565.00	706.25	847.50	988.75
30 th	560.00	700.00	840.00	980.00
31 st	555.00	693.75	832.50	971.25
32 nd	550.00	687.50	825.00	962.50

These points will be cumulative, and the sum total of all points earned during the four play dates will determine final standings in the league.