

Equipment
For coaches \& teams: Do not bring volleyballs and carts into The Courts. Balls and carts will be provided. All teams will be asked to have their bags stored in a designated area. Teams are not allowed in the Xplosive Edge areas as well as the upper level viewing area, children under the age of 18 must be accompanied by an adult.

## Parking:

Please DO NOT park in the "Next Level Softball" building parking lot.

## Admission Fee

$\$ 10$ for Adults (18+); $\$ 5$ for Children; $\$ 5$ for Senior Citizens (65+). Enter through the front or rear entrance. DOORS open at 7:00am.

## Seating

The Courts has bleacher seating for each court. Please DO NOT bring in your own

## chair. Food \& Drink

NO COOLERS OR OUTSIDE FOOD AND DRINK WILL BE ALLOWED INSIDE THE COURTS. Players and spectators will be asked to return food to their cars.
A water bottle/sport drink with a lid for players will be permitted. The Courts Facility will have concessions.
Thank you for your cooperation!
The Courts Volleyball Training Facility Management

## Inclement Weather

In case of inclement weather, we will post any cancellations on our website at www.premiervolleyball.org. You can also visit us on Facebook or Twitter, search "Premier Volleyball Nebraska".

Premier Volleyball

## Premier NE Showcase 16 Silver - April $21^{\text {st }}$ The Courts Facility

(8930 South $137^{\text {th }}$ Cir.)
Warm Ups


#### Abstract

Warm-ups will be 2 minutes of shared court time, followed by 4 min of hitting for the serving team and 4 min of hitting for the receiving team. Warm-ups can be shortened to 1-3-3 after each team's first match. Serving is to be completed during each team's court time. THERE IS NO SHARED SERVING


Pool play will be $\mathbf{2}$ sets to $\mathbf{2 5}$ points, starting at 7 .

## Pool A

1. NE Elite 15 Prime
2. NE D-League 16U Black
3. Legacy 16 Charlie
4. Club D-O 16's

## Pool B

1. MVP 16 Silver
2. NVA Navy - 16
3. Banzai 15 Select
4. SE Grays 16-1

## Pool C

1. NE Elite 15 Chaos
2. Legacy 15 Bravo
3. River City Jrs 16 Silver
4. Banzai 16 Performance

| Time (Approx.) | Court \#1 | Ref | Court \#2 | Ref | Court \#6 | Ref |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 8:00 AM | A1 vs A3 | A2 | B1 vs B3 | B2 | C1 vs C3 | C2 |
| 9:00 AM | A2 vs A4 | A1 | B2 vs B4 | B1 | C 2 vs C4 | C1 |
|  | A1 vs A4 | A3 | B1 vs B4 | B3 | C1 vs C4 | C3 |
|  | A2 vs A3 | A4 | B2 vs B3 | B4 | C 2 vs C3 | XX |
|  | $\mathrm{CH} 1) \mathrm{B} 2 \mathrm{vs} \mathrm{C2}$ | A1 | $\mathrm{CH} 2) \mathrm{C} 1$ vs A2 | B1 | CO1) B4 vs C4 | A3 |
|  | CH3) A1 vs wnr CH1 | Isr CH1 | CH4) B1 vs wnr CH2) | Isr CH2 | CO2) C3 vs A3 | Isr CO1 |
|  | $\mathrm{CH} 6) \mathrm{Isr} \mathrm{CH} 1 \mathrm{v}$ Isr CH 2 | Isr CH3 | CO3) A3 vs wnr CO1 | Isr CH4 | CO4) B3 vs wnr CO2 | Isr CO2 |
|  | CH5) wnr CH3 vs wnr CH4 | Isr CH6 | CO6) Isr CO1 v Isr CO2 | Isr CO3 | CO5) wnr CO3 vs wnr CO4 | Isr CO4 |
|  | $\mathrm{CH} 7) \mathrm{Isr} \mathrm{CH3} \mathrm{v} \mathrm{Isr} \mathrm{CH4}$ | Isr CH5 |  |  | CO7) Isr CO 3 v Isr CO 4 | Isr CO5 |

CH = Championship Bracket; CO = Consolation Bracket
The top 2 teams from each pool will advance to a Championship bracket.
The remaining teams will compete in a Consolation bracket.
If there are more teams tied by match record for advancing positions into the Championship tournament than there are available positions, ties will be broken using the playing scenarios on page 207 in the DCR.

OTHER TIE BREAKING CRITERIA INCLUDES:

1. BEST MATCH RECORD
2. HEAD TO HEAD COMPETITION
3. BEST SET (games) RECORD
4. BEST SET RECORD PERCENTAGE (if applicable)
(number of sets won divided by number of sets played)
5. TOTAL POINT DIFFERENTIAL
6. A COIN TOSS, IF NECESSARY

