

Premier NE Showcase The Courts Facility

PREMIER VOLLEYBALL

(8930 South 137th Cir.)

Equipment

For coaches & teams: Do <u>not</u> 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 21st The Courts Facility



(8930 South 137th Cir.)

Warm Ups

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 2 sets to 25 points, starting at 7.

Pool APool BPool C1. NE Elite 15 Prime1. MVP 16 Silver1. NE Elite 15 Chaos2. NE D-League 16U Black2. NVA Navy - 162. Legacy 15 Bravo3. Legacy 16 Charlie3. Banzai 15 Select3. River City Jrs 16 Silver4. Club D-O 16's4. SE Grays 16-14. 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	C2 vs C4	C1
	A1 vs A4	A3	B1 vs B4	B3	C1 vs C4	C3
	A2 vs A3	A4	B2 vs B3	B4	C2 vs C3	XX
	CH1) B2 vs C2	A1	CH2) C1 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
	CH6) Isr CH1 v Isr CH2	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
	CH7) Isr CH3 v Isr CH4	Isr CH5			CO7) Isr CO3 v Isr CO4	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
- 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

C#2 CH1) A#1 ref B#2 C#1 CH2) B#1 ref A#2 Loser CH1	CH3) Isr CH1 ref CH4) Isr CH2 ref B#1	CH5) Isr CH3 ref ONLY If A1 and/or B1 lose first round	CHAMPION	
CH1) A#1 ref B#2 C#1 CH2) B#1 ref A#2	CH4) Isr CH2 ref	Isr CH3 ref	CHAMPION	
A#1 ref B#2 C#1 CH2) B#1 ref A#2	lsr CH2 ref	Isr CH3 ref	CHAMPION	
B#2 C#1 CH2) B#1 ref	lsr CH2 ref	Isr CH3 ref	CHAMPION	
C#1 CH2) B#1 ref	lsr CH2 ref	Isr CH3 ref	CHAMPION	
C#1 CH2) B#1 ref	lsr CH2 ref	Isr CH3 ref	CHAMPION	
CH2) B#1 ref	lsr CH2 ref	ONLY If A1 and/or B1 lose first round		
B#1 ref	lsr CH2 ref	ONLY If A1 and/or B1 lose first round		
A#2	lsr CH2 ref	ONLY If A1 and/or B1 lose first round		
	lsr CH2 ref	ONLY If A1 and/or B1 lose first round		
		ONLY If A1 and/or B1 lose first round		
Loser CH1	B#1	ONLY If A1 and/or B1 lose first round		
Loser CH1	Gir i	ONLY If A1 and/or B1 lose first round		
Loser CH1				
Loser CH1				
Loser CH1				
		Loser CH3		
		_		
Loser CH2		Loser CH4		
	A#3			
	CO3)			
C#4	Isr CH4 ref			
CO1)				
A#3 ref				
B#4		CO5)		
	Isr CO3 or CO4 ref (last ct. to finish) CONSOLATIO			
C#3				
CO2)				
Isr CO1 ref				
	004			
A#4	CO4) Isr CO2 ref			
A#4	IST CO2 Tel			
	B#3			
		ONLY If A3 and/or B3 lose first round		
Loser CO1		Loser CO3		
Loser CO2		Loser CO4		
LUSGI OUZ		20361 004		