

2011 Peachtree Classic General Information

Updated 3/10/11

Format

Teams will be placed in either a 3,4, or 5 team pools (note that teams in a 5-team pool will be expected to officiate 2 matches at the same time in order to save time in the gym). If a team is placed in a three-team pool, they will then be seeded into another three-team pool immediately after the first pool. The first 3-team pool will have no bearing on your playoff position – only the second 3-team pool. Tie-breaking games will be played immediately following the completion of the second round three team pools if needed. If a team is placed in a four-team pool, tie-breaking games will be played at the conclusion of the four-team pool. If a team is placed in a five-team pool, tie-breaking games will be played at the conclusion of the five team pool. **Most matches, except where noted on the pool sheets, will be best 2 of 3 to 21 points (score starting at 4-4) with deciding game being 15 points (score starting at 0-0).**

Sunday will begin single elimination playoffs. Play will begin at 8:00 am. **All matches are best 2 of 3, to 21 points (score starting at 4-4) with deciding game being 15 points.**

Captains' Meeting

For teams playing in the AM wave, the captains' meeting will start at 7:30am. For teams playing in the PM wave, the captains' meeting will start at 1:30pm.

Match Starting Times

The first match on Saturday for each wave will not be allowed to start early. All other matches on Saturday will start immediately following the previous match. On Sunday, the first match will not start early. Any subsequent match may start early if all teams are present and agree to early start.

Warm-ups

The warm-up protocol will be 2-4-4 for all matches. That is 2 minutes shared court time for warm-up on your side only. 4 minutes for serving team to hit and/or serve, 4 minutes for receiving team to hit and/or serve.

Tie Breaking Procedures for Saturday First 3 Team Pools

If there is a 3-way tie in the first round of pool play on Saturday, the tie will be broken using a games won/loss and then a net positive points formula. No tie-breaking games will be played during this round. To determine Net Positive Points, sum the total points scored for each team for all games minus the total points scored against each team for all the games. The team with the highest number of net points will be seeded #1, and so on....

Tie Breaking Procedures for Saturday Second 3 Team Pools

(No team will be eliminated from the Gold Division without a playoff game)

If there is a 2-way tie for first place and both 1st and 2nd place go to the Gold Division playoffs, there will be no tie-breaking game. The tie will be broken based on the Head-to-Head match result.

If there is a 2-way tie for first place and only 1st place will go to the Gold Division playoffs, there will be a one game to 25 points tie-breaking game. Teams will change side at 13 points during a tie-breaking game. There is no cap on any tie-breaking game. 3rd place team in the pool will Ref that game.

If there is a 3-way tie for first place, teams will be seeded based on:

1. Won-Loss ratio for the total number of games played in the pool (wins/total games).
2. Point Percentage (a team's total points scored divided by the total points scored by the opponents in that pool).
3. Coin Toss

The #1 seed will be declared the pool winner. The #2 seed will play the #3 seed in one rally score game to 25; #1 seed will referee. The winner of this tie-breaking game will finish #2 in the pool and the loser will finish #3 in the pool. Teams will change sides at 13 points during a tie-breaking game. There is no cap on any tie-breaking game.

If there is a 2-way tie for second and only second place can go to the Gold Division playoffs, the tie will be broken by a one game to 25 points. Teams will change side at 13 points during a tie-breaking game. There is no cap on any tie-breaking game. 3rd place team in the pool will Ref that game.

Tie Breaking Procedures for Saturday Pools (before Cross-over Match) – 4 Team Pools (No team will be eliminated from the Gold Division without a playoff game)

If there is a 2-way tie for first place, there will be no tie-breaking game. The tie will be broken based on the Head-to-Head match result.

If there is a 3-way tie for first place, teams will be seeded based on:

1. Won-Loss ratio for the total number of games played in the pool (wins/total games).
2. Point Percentage (a team's total points scored divided by the total points scored by the opponents in that pool).
3. Coin Toss

The #1 seed will be declared the pool winner. The #2 seed will play the #3 seed in one rally score game to 25; #1 seed will referee. The winner of this tie-breaking game will finish #2 in the pool and the loser will finish #3 in the pool. Teams will change sides at 13 points during a tie-breaking game. There is no cap on any tie-breaking game.

If there is a 2-way tie for second, the tie will be broken by a one game to 25 points. Teams will change side at 13 points during a tie-breaking game. There is no cap on any tie-breaking game. 3rd place team in the pool will Ref that game.

If there is a 3-way tie for second, the tied teams will be seeded based on:

1. Won-Loss ratio for the total number of games played in the pool (wins/total games).
2. Point Percentage (a team's total points scored divided by the total points scored by the opponents in that pool).
3. Coin Toss

The #2 seed will play the #3 seed in one rally score game to 25; #1 seed will referee. The loser will finish #4 in the pool and referee the next tie-breaking game. The winner will play the #1 seed in one rally score game to 25. The loser will finish #3 in the pool. The winner will finish #2 in the pool. Teams will change side at 13 points during a tie-breaking game. There is no cap on any tie-breaking game.

If there is a tie for third place in a pool, the tie will be broken based on Head-to-Head match result.

Tie Breaking Procedures for Saturday Pools - 5 Team Pools (No team will be eliminated from the Gold Division without a playoff game)

If there is a 2-way tie for first place or a 2-way tie for second, there will be no tie-breaking games. The tie will be broken based on the Head-to-Head match result.

If there is a 3-way tie for first place, there will be no tie-breaking games. The tie will be broken based on:

1. Pool Match Record
2. Head-to-Head Results
3. Game Percentage (games won/total games played)
4. Point Percentage (points scored/points opponents scored)
5. Coin Toss

If there is a 2-way tie for third, a one game to 25 points tie-breaking game will be played. Teams will change side at 13 points during a tie-breaking game. There is no cap on any tie-breaking game. 4th place team in the pool will Ref that game

If there is a 3-way tie for third, the tied teams will be seeded based on:

1. Won-Loss ratio for the total number of games played in the pool (wins/total games).
2. Point Percentage (a team's total points scored divided by the total points scored by the opponents in that pool).
4. Coin Toss

The #2 seed will play the #3 seed in one rally score game to 25; #1 seed will referee. The loser will finish #4 in the pool and referee the next tie-breaking game. The winner will play the #1 seed in one rally score game to 25. The loser will finish #3 in the pool. The winner will finish #2 in the pool. Teams will change side at 13 points during a tie-breaking game. There is no cap on any tie-breaking game.

Service Rule for 14 & Younger Divisions

Players will be allowed one service tossing error per serve, provided the serve is tossed and released and lands without touching the player. Re-serve must be executed within in 5 seconds of authorization by first referee. 12 & Under divisions will be allowed to step into the court.

Libero/Serving

A waiver has been granted so the libero will be allowed to serve.

Penalty for Missed and/or Late Referee Assignment

Any team that is more than 10 minutes late or completely misses their referee assignment will forfeit the first game of their next match by a score of 0-25. If the team does not have any additional matches to play, the team/club will not be allowed to compete in the tournament next year.

Penalty for Refusal to Play a Consolation Match on Sunday AM

Should a team refuse to play a consolation match on Sunday morning, that team along with ALL other teams in the club will not be allowed to compete in the tournament next year.

Who can be a Second Referee?

Only coaches, parents, and players who have attended a certification clinic may be a second referee.

Coolers

All gyms allow coolers and food.

Injuries

The tournament will not have trainers on site at each of the gyms. If a player is injured badly enough to require a trainer, they should go to the nearest hospital. The court manager will be able to provide this information. The court managers will have a small first aid kit, ice, and ice bags at each location.

T-Shirts

Tournament t-shirts will be on sale at all gyms on both Saturday and Sunday. The cost will be \$15.00 per t-shirt. Make sure you get them when they show up. We will not be taking orders for t-shirts after the tournament.

Tournament Committee/Protests

The court manager at your gym will be able to contact the tournament committee to handle any questions and to handle protest situations.

Trash

Please make sure each team cleans up their trash in the gyms. If a team cannot keep their area clean, they may be ejected from the gym!

Contact Numbers for Tournament After Hours

(678) 793-9229, (404) 840-4927