

- National Sanction:** Inland Empire District of the Amateur Athletic Union of the U.S.
- Location:** Mountview Event Center  
1567 Way to Grace Ave  
Pocatello, ID 83201  
Court 1 -4
- Site Director:** Jena Wahlquist; 208-360-2443
- Coaches Meeting:** MEC at 4:30 p.m. **Make sure to bring updated rosters**
- Rules:**
- USAV rules prevail.
  - Libero will be allowed to serve in one position.
  - Warm up: 4-1 for first match for a team, 2-1 thereafter.
- Pool Play Format:**
- Match consists of two sets to 25
  - One timeout
  - Pool play placement:
    - Set win/loss record.
    - If two team win/loss tie: head-to-head, then total point differentials, then coin flip.
    - If three team win/loss tie: total point differentials, then coin flip.
- Bracket Play Format:**
- Matches will be best 2 of 3. First and second sets are to 25, no cap. If the third set is needed, it will be to 15, no cap, switching sides at 8 points.
  - Two timeouts

# Pools, Friday 5 PM

<b>Pool A (Court 1)</b> MEC Court 1	<b>Pool B (Court 2)</b> MEC Court 2	<b>Pool C (Court 3)</b> MEC Court 3
<b>ID Peak 16 Matt</b>	<b>Bonneville 16 Chantal</b>	<b>Waves VB Idaho 16</b>
<b>EIVC 16 Kennedy-Jamie</b>	<b>IMUA Sam</b>	<b>IMUA Konae</b>
<b>SRVBC Mathews</b>	<b>PVA U16 Gold</b>	<b>AFVBC 15/16 Bri</b>
<b>Pocatello Elite 16</b>	<b>Grizz 16 Bryn</b>	<b>Butte 16 White</b>
<b>Pool D (Court 4)</b> MEC Court 4		
<b>Bonneville 16 Maely</b>		
<b>ID Peak 16 Lyndzi</b>		
<b>IMUA Jessie</b>		
<b>Black Aces</b>		

# Pool Play, 4 Teams

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Matches consist of two sets to 25, no cap.

Pool place is determined by win/loss record. In the event a two-team tiebreaker is needed, use head-to-head result, then total point differentials, then a coin flip. In the event a three-team tiebreaker is needed, use total point differentials, then a coin flip.

Point differential is the point difference in a set score between two teams. For example, if team 1 wins a set over team 3 by a score of 25-20, record +5 for team 1 and -5 for team 3. At the end of pool play, sum the point differentials for each team to get a total point differential amount.

	Team Name	Wins	Losses	Point Differentials	Total	Place
Team 1						
Team 2						
Team 3						
Team 4						

Match 1 1 vs 3 (2) Scores: \_\_\_\_\_

Match 2 2 vs 4 (1) Scores: \_\_\_\_\_

Match 3 1 vs 4 (3) Scores: \_\_\_\_\_

Match 4 2 vs 3 (1) Scores: \_\_\_\_\_

Match 5 3 vs 4 (2) Scores: \_\_\_\_\_

Match 6 1 vs 2 (4) Scores: \_\_\_\_\_

# Pool Play, 3 Teams

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Matches consist of three sets to 25, no cap.

Pool place is determined by win/loss record. In the event a two-team tiebreaker is needed, use head-to-head result, then total point differentials, then a coin flip. In the event a three-team tiebreaker is needed, use total point differentials, then a coin flip.

Point differential is the point difference in a set score between two teams. For example, if team 1 wins a set over team 3 by a score of 25-20, record +5 for team 1 and -5 for team 3. At the end of pool play, sum the point differentials for each team to get a total point differential amount.

	Team Name	Wins	Losses	Point Differentials	Total	Place
Team 1						
Team 2						
Team 3						

**Match 1 1 vs 3 (2) Scores:** \_\_\_\_\_

**Match 2 2 vs 3 (1) Scores:** \_\_\_\_\_

**Match 3 1 vs 2 (3) Scores:** \_\_\_\_\_

# Round 2 Pool Seeding

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Teams are seeded by their pool place and number of pool play wins. When a tiebreaker is needed, use total point differentials, then a coin flip.

## Pool A Teams

Pool A	Team Name	Wins	Total Point Diff	
1				
2				
3				
4				

## Pool B Teams

Pool B	Team Name	Wins	Total Point Diff	
1				
2				
3				
4				

## Pool C Teams

Pool C	Team Name	Wins	Total Point Diff	
1				
2				
3				
4				

## Pool D Teams

Pool D	Team Name	Wins	Total Point Diff	
1				
2				
3				
4				

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# Round 2 Pools, Saturday 8 AM

<b>Pool AA (Court 1)</b> MEC Court 1		<b>Pool BB (Court 2)</b> MEC Court 2		<b>Pool CC (Court 3)</b> MEC Court 3	
<b>A1</b>	<b>ID Peak 16 Matt</b>	<b>A2</b>	<b>EIVC 16 Ken/Jamie</b>	<b>A3</b>	<b>SRVBC Mathew</b>
<b>B1</b>	<b>Bonneville 16 Chantal</b>	<b>B2</b>	<b>IMUA Sam</b>	<b>B3</b>	<b>PVA 16 Gold</b>
<b>C1</b>	<b>Waves VB ID 16</b>	<b>C2</b>	<b>IMUA Konae</b>	<b>C3</b>	<b>AFVBC 15/16 Bri</b>
<b>D1</b>	<b>Bonneville 16 Maely</b>	<b>D2</b>	<b>ID Peak 16 Lyndzi</b>	<b>D3</b>	<b>Black Aces</b>
<b>Pool DD (Court 4)</b> MEC Court 4					
<b>A4</b>	<b>Pocatello Elite 16</b>				
<b>B4</b>	<b>Grizz 16 Bryn</b>				
<b>C4</b>	<b>Butte 16 White</b>				
<b>D4</b>	<b>IMUA Jessie</b>				

# Bracket Seeding

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*Teams are seeded by their pool place and number of pool play wins. When a tiebreaker is needed, use total point differentials, then a coin flip*

### 1<sup>st</sup> Place Teams

Pool AA	Team Name	Wins	Total Point Diff	Seeding (1-4)

### 2<sup>nd</sup> Place Teams

Pool BB	Team Name	Wins	Total Point Diff	Seeding (5-8)

### 3<sup>rd</sup> Place Teams

Pool CC	Team Name	Wins	Total Point Diff	Seeding (9-12)

### 4<sup>th</sup> Place Teams

Pool DD	Team Name	Wins	Total Point Diff	Seeding (13-16)

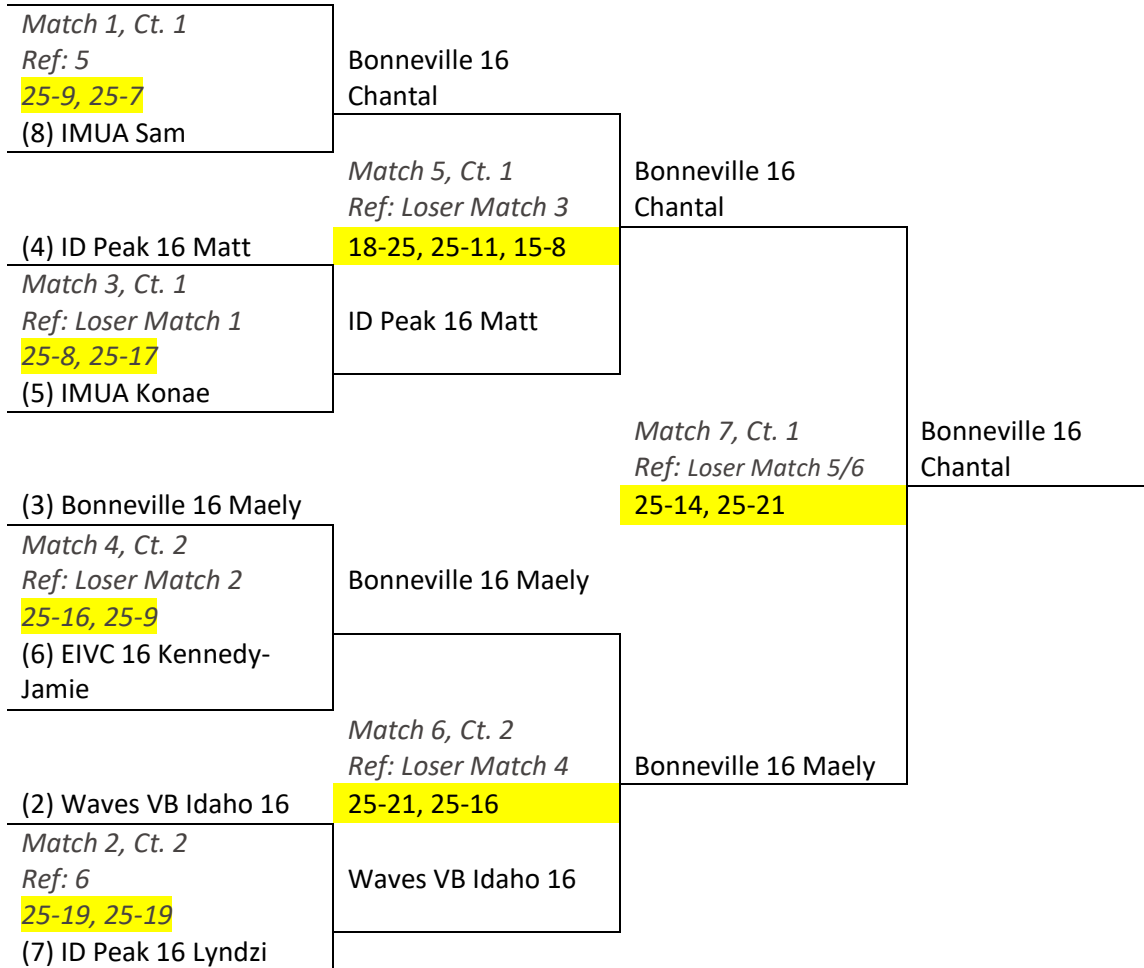


# Bracket Play

## Gold Bracket Championship

### MEC Courts 1 & 2

(1) Bonneville 16 Chantal



# Silver Bracket Championship

## MEC Courts 3 & 4

