## U16 Power Tournament

National Sanction:

Location:

Inland Empire District of the Amateur Athletic Union of the U.S.

Mountview Event Center (MEC)
1567 Way to Grace Ave
Pocatello, ID 83201
Court 1-2

Site Director:

Coaches Meeting:

## 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:

## Bracket Play Format:

Jena Wahlquist; 208-360-2443-C

Court 1, 7:30 a.m. Make sure to bring rosters

- 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 points, then coin flip.
- If three team win/loss tie: total points, then coin flip.
- 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, Saturday 8 AM

| Pool A (Court 1) <br> MEC Court 1 | Pool B (Court 2) <br> MEC Court 2 |  |
| :--- | :--- | :--- |
| Shelley - 16s | Shelley - Gillespie |  |
| RIZE 15-1 | Magic Valley 15 |  |
| Ririe Legends U16 Gold | SIVA 16 Gray |  |
| Montana Acers | Idaho Peak 16s Emily |  |
|  |  |  |

## Pool Play, 4 Teams

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 11 vs 3 (2) Scores: $\qquad$
Match 22 vs 4 (1) Scores: $\qquad$
Match 31 vs 4 (3) Scores: $\qquad$
Match 42 vs 3 (1) Scores: $\qquad$
Match 53 vs 4 (2) Scores: $\qquad$
Match 61 vs 2 (4) Scores: $\qquad$

## Pool Play, 3 Teams

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 11 vs 3 (2) Scores: $\qquad$
Match 22 vs 3 (1) Scores: $\qquad$
Match 31 vs 2 (3) Scores:

## Bracket Play

## Gold Bracket Championship

MEC Courts 1 \& 2


