



While there is no minimum age requirement, we strongly recommend ages 16+ for the tournament as teams will be competing against adults of all ages. At this time, we do not have plans to make brackets based on age.

Porter's Volleyball Tournament Fundraiser

Porter's Invites you to participate in the 4th annual Volleyball Tournament benefitting the Relay For Life of Andrews County.

\$50 TEAM FEE IS DUE BY NO LATER THAN JULY 1ST, 2017 FAILURE TO PAY FEE MAY RESULT IN BEING DISQUALIFIED FROM THE TOURNAMENT.

Please bring fee to:

Porter's Corporate Office

200 NW Ave K

Andrews, Texas 79714

Between the hours of 7:00 AM - 4:00 PM, M-F

Double Elimination Bracket

Double elimination volleyball tournaments are designed to give all teams a chance to compete even if they lose a game at some point in the tournament. The double-elimination format allows teams to play without the pressure of knowing that a loss will send them home. This allows teams to play with a more relaxed style because they know that a loss does not mean the end of their chances to win the tournament.

Rally Scoring

In a double elimination volleyball tournament, rally scoring is used. This means that at the conclusion of each point, either the serving team or the receiving team will earn a point. If the serving team wins the point, it gains a point on the score board and retains the serve. If the receiving team wins the point, it gets a point on the scoreboard and it gains control of the ball and serves the next point. Games are played to 15 points or at the conclusion of 15 minutes.

Winner's and Loser's Brackets

All teams are listed in the same bracket. However, after a game is over, the winning team advances and the losing team moves into the loser's bracket. Teams in the loser's bracket play a second game. If they win, they stay in the tournament, but if they lose that game, their tournament is over. Teams in the loser's bracket advance until they lose a second game. Teams in the winner's bracket move to the loser's bracket once they lose their first game.

Championship Round

After all the games have been played, the team that wins the original bracket will be undefeated. It advances to the finals against the team that has emerged from the loser's side of the bracket. There will be a 30 minute break before the championship round begins. After the break, the two teams will meet in the championship round. If the undefeated team wins the match, it is the champion of the tournament. If the team from the loser's side of the bracket wins, a second game between the two teams is played. This is because both teams will have one loss on their tournament record. In that case, the team that wins the second game wins the tournament championship.

Tournament Play

There will be () rounds consisting of games of 15 minutes each or first to 15 points. The Championship round will go to 21 points, and if the team of the Winner Bracket loses, there will be a second game to determine the winner of the tournament (see "Championship Round").

After each round, the teams will be updated on the Tournament Bracket, which will be located by the concession stand.

Rules

- Each team consists of no more than 6 players on the court at one time.
- Teams will have an allotted amount of time to play one game per round: games will play until 15 minutes are up or the first team who scores 15 points; win by 2 and cap at 21.
- All games will play using all-rally scoring rules (see "Rally Scoring").

Beginning of Each Game

Each game will start with *rock, paper, scissors*. The winning team will have one of two options: choose to serve first or choose which side they prefer to play on (not both).

Penalties & Forfeits

A full team consists of 6 players. A team may decide to play with a minimum of 4 players. If you do not meet the minimum requirements, your first game will be forfeited. If you do not have a full team at the start of your games, your team will automatically lose first serve and choice of which side to play on. Note: you may not substitute players from other teams for your team **unless the opposing team agrees with the substitution**.

Play

- A legal serve in is one that crosses the net and is either touched by an opposing player or lands within the opposing team's area of the court within the boundary lines. A serve that makes contact with the net and carries over to the opponent's side of the net is a live serve and **must** be returned.
 - Servers must rotate after each sideout. After the serve, players may move anywhere they like, but before the serve, rotation must remain consistent.
 - Setting the serve is legal as long as the ball is not caught or carried.
 - The width of the serve area is from sideline to sideline, the depth of the service area is infinite.
 - A defensive block does not count as one of the allowable contacts. A player may reach over the net to block a ball if:
 - a) Any portion of the ball breaks the plane of the net.
 - b) After the offense has come in contact with the ball on the third attempt.
 - c) If on the second contact the setter is NOT setting, but rather attacking.
 - The serve may not be blocked or spiked. Players can return the serve by:
 - a) Bump pass.
 - b) Claspings their hands together.
 - c) A closed fist.
 - d) A set (as long as the ball is not caught or carried)*.
 - No part of the body may touch the net at any time unless a ball or person driven in to the net causes the contact. Player contact with the net in a manner not directly relating to or affecting the course of play is not a violation. Contact with hair or part of the uniform will not be considered a fault.
 - Contact of the ball when spiking is legal only if a portion of the ball is in contact with the plane of the net or on the spiker's side of the net. Spikers may follow through over the net after legal contact.
 - The ball must be cleanly hit when spiking with an open hand. Guiding or carrying is illegal.
- *A carry is any use of open hand(s) while making contact with the ball that is not in a firm manner.

Misc. Rules

- Out of bounds is the area outside of the designated sand court.
- A player may touch but not completely cross over the centerline with his/her foot.
- The ball can contact any number of body parts down to, and including the foot.

Line Judges & Scorekeepers

There will be assigned Line Judges & Scorekeepers. There will be no arguments or rebuttals on calls. **ALL CALLS BY JUDGES ARE FINAL.**