

**Texas SmackDown
April 3rd, 2010**

13& Under

**Net Results Ct. 1 8:00 AM Start
Pool 1**

- 1 Absolute VBC 13 Elite
- 2 Xtreme Volleyball13 American
- 3 Texas Image 13 Mtero Extreme

**Net Results Ct. 2 8:00 AM Start
Pool 2**

- 1 CTV 13 Red
- 2 Xtreme Volleyball 13 National
- 3 DFW High Intensity 131

**Net Results Ct. 3 8:00 AM Start
Pool 3**

- 1 Spike Club Volleyball 13 Black
- 2 ACE 13 Weatherford Acers
- 3 Texas Image 13 Met Black Hawks
- 4 Absolute Club Volleyball 12 Select

**Net Results Ct. 4 8:00 AM Start
Pool 4**

- 1 ACE 13 Acers
- 2 Spike Club Volleyball 13 Royal
- 3 Texas Image 13 Metro Lewisville
- 4 Absolute Club Volleyball 12 Elite

3 Team Pool Schedule
3 vs. 2 Ref tm 1
1 vs. 3 Ref tm 2
2 vs. 1 Ref tm 3

4 Team Pool Schedule
1 vs. 3 Ref tm 2
2 vs. 4 Ref tm 1
1 vs. 4 Ref tm 3
2 vs. 3 Ref tm 1
3 vs. 4 Ref tm 2
1 vs. 2 Ref tm 4

14 & Under

**ACE Ct. 1 8:00 AM Start
Pool 1**

- 1 CTV 14 White
- 2 ACE 14 Acers
- 3 Frisco Club Volleyball 14 Navy
- 4 Wrecking Crew 14 Green

**ACE Ct. 2 8:00 AM Start
Pool 2**

- 1 Spike Club Volleyball 14 Black
- 2 Mesquite Elite 14
- 3 CTV 14 Red
- 4 Texas Image 14 Metro David

**ACE Ct. 4 8:00 AM Start
Pool 3**

- 1 Tejas Metro 14 Blue
- 2 ACE 14 Regional Red
- 3 KSA 14 Metro
- 4 Texas Image 14 Ray

**ACE Ct. 4 8:00 AM Start
Pool 4**

- 1 ACE 14 Regional Black
- 2 Spike Club Volleyball 14 Royal
- 3 Metro Heat 14 Black
- 4 Texas Image 14 Metro Lewsiville

4 Team Pool Schedule
1 vs. 3 Ref tm 2
2 vs. 4 Ref tm 1
1 vs. 4 Ref tm 3
2 vs. 3 Ref tm 1
3 vs. 4 Ref tm 2
1 vs. 2 Ref tm 4

Coaches: Check in upon arrival. Have your teams ready to play their next match. All next match warm-ups will start immediately after each match ends; this includes pool and bracket. We ask that all teams NOT leave the playing facility on any breaks.

There will not be a coaches meeting

****Bracket play will start immediately following pool play. If times are listed on bracket plays, they are only a guide.**

Pool and Bracket Play Information:

All 4 team pools will play 2 games to 25 with no cap.

All 3 team pools will play 3 games to 25 with no cap.

All Bracket games will be best 2 out of 3 match play. The first 2 games to 25; no cap, the deciding game to 15 with no cap.

Bracket Play Determination: All 2 Way ties will be decided by head to head results. If head to head was a split ,then winner will be determined by cumulative point differential. All other ties will be decided by cumulative pool point differential

Warm-ups will be 1 (Shared ball handling, starts immediately after previous game ends) + 4 + 4 Serve within

your 4 min.

There will not be a trainer on site, so make the necessary arrangements.

Teams will be assessed a 1 pt per min penalty for missed officiating duties. (max penalty 1 game)

No Food or coolers allowed in any playing facilities.

Teams are expected to clean their team campsites when their play is over; there are no janitors on duty.

Referees ,There is no lunch break; please eat on a warm up break or between pool and bracket play. We want continuous game play.

Referees are asked to get the next match warm up started immediately. Captains should be called as soon as the previous match ends.

Referees are asked to ref and allow the site directors to run the tournament. We appreciate your help, but this delays the tournament when refs leave their courts or attempt to make changes in the tournament.

PARENT INFORMATION

Parents are expected to clean up after themselves; we are picking up your coffee cups and newspaper at our tournament; this is extremely unfair to the site directors and disrespectful to the owners of these playing facilities.

Parents need to pay attention to seating policies as playing sites are tight.

Parents, please do not email the tournament director. Please check with your club director for all playing schedules.

Parents are not allowed to yell at the scorekeepers or flippers. Allow the refs & coaches to handle the any mistakes that may come up during the tournament. Any parent with inappropriate behavior will be asked to leave the playing facility.