

## **Pool Play and Playoff Formats: 15 Teams**

Pool play format: 3 courts, 15 teams

3 pools of 5 teams

For pools of 4 teams, matches will consist of 2 sets to 21 points with a cap at 23 points. For the pool of 5 teams, matches will consist of 1 set to 30 points with a cap at 32 points. Change sides at 7 point intervals. A point will be scored on each rally. If the receiving team wins the rally, they score a point and gain the serve.

Tournament format:

9 teams advance to Championship Bracket. The 3<sup>rd</sup> Place teams from Pool A, B, and C will play a consolation bracket with sets consisting of 1 set to 30 (cap at 32) for 10<sup>th</sup> Place. The 4<sup>th</sup> place teams from pool A, B, and C will play a consolation bracket consisting of 1 set to 30 (cap at 32) for 13<sup>th</sup> Place. Championship Bracket, each preliminary match will consist of 1 set to 30 points with no cap. The final match will consist of best 2 sets out of 3. The first 2 sets will consist of 21 point sets with a cap at 23 points. The third set will be 1 set to 15 points with NO CAP. The winning team must win set 3 by 2 points.

Seeding procedure:

Tie-breaking:

Since all teams advance to playoffs, ties will not be decided by playing a set.

- 1. If 2 teams from the same pool are tied, their head-to-head match determines their order of finish.
- 2. If 3 teams from the same pool are tied after match and set % and point differential have been calculated, a coin flip will determine their order of finish.

Set % key:

6 Sets		7	7 Sets		8 Sets		9 Sets		<u>10 sets</u>	
6-0	1.000	7-0	1.000	8-0	1.000	9-0	1.000	10-0	1.000	
5-1	0.833	6-1	0.857	7-1	0.875	8-1	0.889	9-1	0.900	
4-2	0.667	5-2	0.714	6-2	0.750	7-2	0.778	8-2	0.800	
3-3	0.500	4-3	0.571	5-3	0.625	6-3	0.667	7-3	0.700	
2-4	0.333	3-4	0.429	4-4	0.500	5-4	0.556	6-4	0.600	
1-5	0.167	2-5	0.286	3-5	0.375	4-5	0.444	5-5	0.500	
0-6	0.000	1-6	0.143	2-6	0.250		0.333	4-6	0.400	
		0-7	0.000	1-7	0.125		0.222	3-7	0.300	
		•	0.000	0-8	0.000	_ ·	0.111	2-8	0.200	
				0.0	0.000	0-9	0.000	1-9	0.100	
						0-3	0.000	0-10	0.000	