Pool play format: 1 pools of 4 teams (1 court)
For 1 pool of 4 teams, teams will play two sets to 21 points with a cap of 23 points. Change sides on 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.

| Match order: | Match 1 | Match 2 | Match 3 | Match 4 | Match 5 | Match 6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| ```[team in () refs]``` | 1 vs. 3 <br> (2) | $\overline{2 \text { vs. } 4}$ <br> (1) | 1 vs. 4 <br> (3) | 2 vs. 3 (1) | 3 vs. 4 (2) | 1 vs. 2 (4) |

Tournament format:

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 2 teams from different pools are tied after match and set \% and point differential have been calculated, a coin flip will determine their order of seeding.
3. 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.
4. If 3 or more teams from different pools are tied after match and set \% and point differential have been calculated, a coin flip will determine their order of seeding.

Set \% key:

| 6 Sets | 7 Sets | 8 Sets | 9 Sets |
| :---: | :---: | :---: | :---: |
| 6-0 1.000 | 7-0 1.000 | 8-0 1.000 | 9-0 1.000 |
| 5-1 0.833 | 6-1 0.857 | 7-1 0.875 | 8-1 0.889 |
| 4-2 0.667 | 5-2 0.714 | 6-2 0.750 | 7-2 0.778 |
| 3-3 0.500 | 4-3 0.571 | 5-3 0.625 | 6-3 0.667 |
| 2-4 0.333 | 3-4 0.429 | 4-4 0.500 | 5-4 0.556 |
| 1-5 0.167 | 2-5 0.286 | 3-5 0.375 | 4-5 0.444 |
| 0-6 0.000 | 1-6 0.143 | 2-6 0.250 | 3-6 0.333 |
|  | 0-7 0.000 | 1-7 0.125 | 2-7 0.222 |
|  |  | 0-8 0.000 | 1-8 0.111 |
|  |  |  | 0-9 0.000 |

