

## WINDOM ZEDS VOLLEYBALL March 22, 2025 10s Tournament



Windom Community Center 1750 Cottonwood Lake Drive Windom, MN 56101 windomzeds@gmail.com

## \$5 per person entry fee for spectators. (age 6 and above)

Games will be played at the Windom Community Center Gym. Gym Opens at 7:30.

No coaches meeting – coaches, please check IN and OUT with the tournament director (upon arrival/departure). Connect at the Admissions Table.

## Please bring your own warm up balls.

Team	Court 1	Court 2	
А	Marshall 10 Black	Windom	
В	JCC 10s Black	Southern Lights 10's	
С	Adrian 10 Gray	Adrian 10 Pink	
D	Junior Jays 10's Blue	Patriots 10's	

Four Team Pool Play – Court 1 & Court 2					
Pool Play – <mark>Play two sets to 21</mark>					
Win by two – CAP 23					
Pool Play Starts at 8:00 – Warm Up 7:50					
Match	Warm-Up	Teams	Ref		
1	2-4-4	A-B	С		
2	2-4-4	C-D	А		
3	1-2-2	B-C	D		
4	1-2-2	A-D	В		
5	1-2-2	B-D	А		
6	1-2-2	A-C	D		

**Tournament Play:** Pool finishes based on total wins & losses. Tie breakers will be point, head-to-head, and then coin flip. All teams will advance to tournament play. Top 4 to Gold next 4 to Silver. \*\*Tournament play will be best 2 out of 3 (21, 21, 15 – CAP of 23/18). \*\*

Please keep balls in the gym. No balls will be allowed in the hallway.

**FORMAT** –Libero will be able to serve. Be ready to start warm-ups immediately following the completed match before yours.

Concessions will be available - There is a dining room area for eating - NO FOOD IS ALLOWED IN THE HALLWAYS OR

GYM. Absolutely NO RED juice of any kind will be allowed anywhere inside the Community Center.

**NO CELL PHONES WILL NOT BE ALLOWED DURING REFFING.** Only 3 players (score, book, libero tracker) will be allowed at the table at a time. As soon as your game is over, please start the clock for the shared time of the next round. Next reffing team should flip the coin immediately to keep play moving along throughout the day. Coach must be the up ref, no exceptions.

\*\*\*\*\*ADULT is <u>required</u> at the table to assist\*\*\*\*\*