

## **Governor Classic - Pierre, SD**

16U Division

**Tournament Start Time: 8:30 AM**

**Location:** Doors open at 7:45 AM

Pierre T.F. Riggs

1010 E Broadway Ave

Pierre, SD 57501

**16U Division Location:** High School Auxiliary Gym

**Admission:** *Each athlete will receive 2 spectators.* 5 & under are allowed in without a pass.

Spectators must check-in upon arrival and identify the athlete you are with when you pay for entry. Entry is \$5 per person.

**Masks:** Masks will be required throughout the facility.

**Seating:** Spectators are encouraged to bring their own chairs. Seating will be limited. When your team is not competing, please exit the playing area to allow room for those teams competing.

**Concessions:** There will be concessions at the facility. Please do not bring in outside food/drink.

**Volleyballs:** Warm-up balls will be provided. Please do not bring your own volleyballs.

**Warm-Up:** Every team's first match will follow a 10 minute warm-up (2-4-4). Matches following will have a 5 minute warm-up (1-2-2). As the day progresses, coaches can determine if they plan to utilize the allotted time.

**Work Teams:** Teams will be required to provide athletes/coaches in the following positions when they are the officiating teams: R1, R2, Score Keeper, and 2 Line Judges (12/13U and 14U divisions - coach must be the R1). No phones at the table.

**Tournament Format:** The 16U divisions will follow a Round-Robin style format. Each match will be best 2(25) out of 3(15) sets. Win by two, no cap.

**Division Champions:** Winners of each division will receive t-shirts.

**Tournament Director:**

Brianna Kusler - 605-380-7663

## Governor Classic - Pierre, SD

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### 16U Matches - Court 3 & 4

#### Court 3 - 16U Division 1

1	Pierre 15U
2	16U SC Johnson
3	16U SC Harnack
4	16U NE Baufield
5	16U WW Spier

#### Court 4 - 16U Division 2

1	16U HHM Crossfire
2	16U SC Hausmann
3	16U SC Dyk
4	16U MV Pickart
5	16U NE Mekash

Court 3 & 4 Match Schedule	Ref Team
Match 1: 1 v 2	3
Match 2: 3 v 4	2
Match 3: 5 v 1	4
Match 4: 2 v 3	5
Match 5: 4 v 5	1
Match 6: 1 v 3	2
Match 7: 2 v 5	4
Match 8: 1 v 4	3
Match 9: 3 v 5	1
Match 10: 2 v 4	5

#### Winners Determined:

1. Overall Record
2. Point Differential
3. Coin Flip