



Program Guide
Reno-Sparks, Nevada

EVENT STAFF

Event Coordinators

Donna Donaghy, Northern California Region
Tom Donaghy, Northern California Region

USA Volleyball Arbitrator

William Jones, USAV
Julie Voeck, USAV

Event Directors

Buz Bohmeyer, Heart of America Region
Kaitlyn Roll, Northern California Region
Marty Mozzochi, Columbia Empire Region
Melissa Walker, Northern California Region

Protest Committee

Kathy Rogers, Northern California Region
Keith Aidun, Northern California Region
Melissa Walker, Northern California Region

Tournament Staff

Alex Ayala, Northern California Region
Alfredo Lopez, Northern California Region
Casey Bennett, Northern California Region
Darnell Simmons, Northern California Region
Dylan Rogelstand, Northern California Region
Josh Phillips, Northern California Region
Mark Milander, Northern California Region
Max Newton, Northern California Region
Philip Chemali, Northern California Region
Stephen Bayer, Northern California Region

Events Ethics and Eligibility Appeals Committee

Buz Bohmeyer, Heart of America Region
Kaitlyn Roll, Northern California Region
Tom Donaghy, Northern California Region

Directors of Officials

Kathy Rogers (Head Official), Northern California Region
Keith Aidun, Northern California Region

USA Volleyball High Performance Program

Tom Pingel, Director USA Volleyball

Tournament Sponsors

No Dinx
Molten

Equipment Crew

David Oughtred, Northern California Region
Eddie Space, Northern California Region
Ted Rogers, Northern California Region

Accommodations

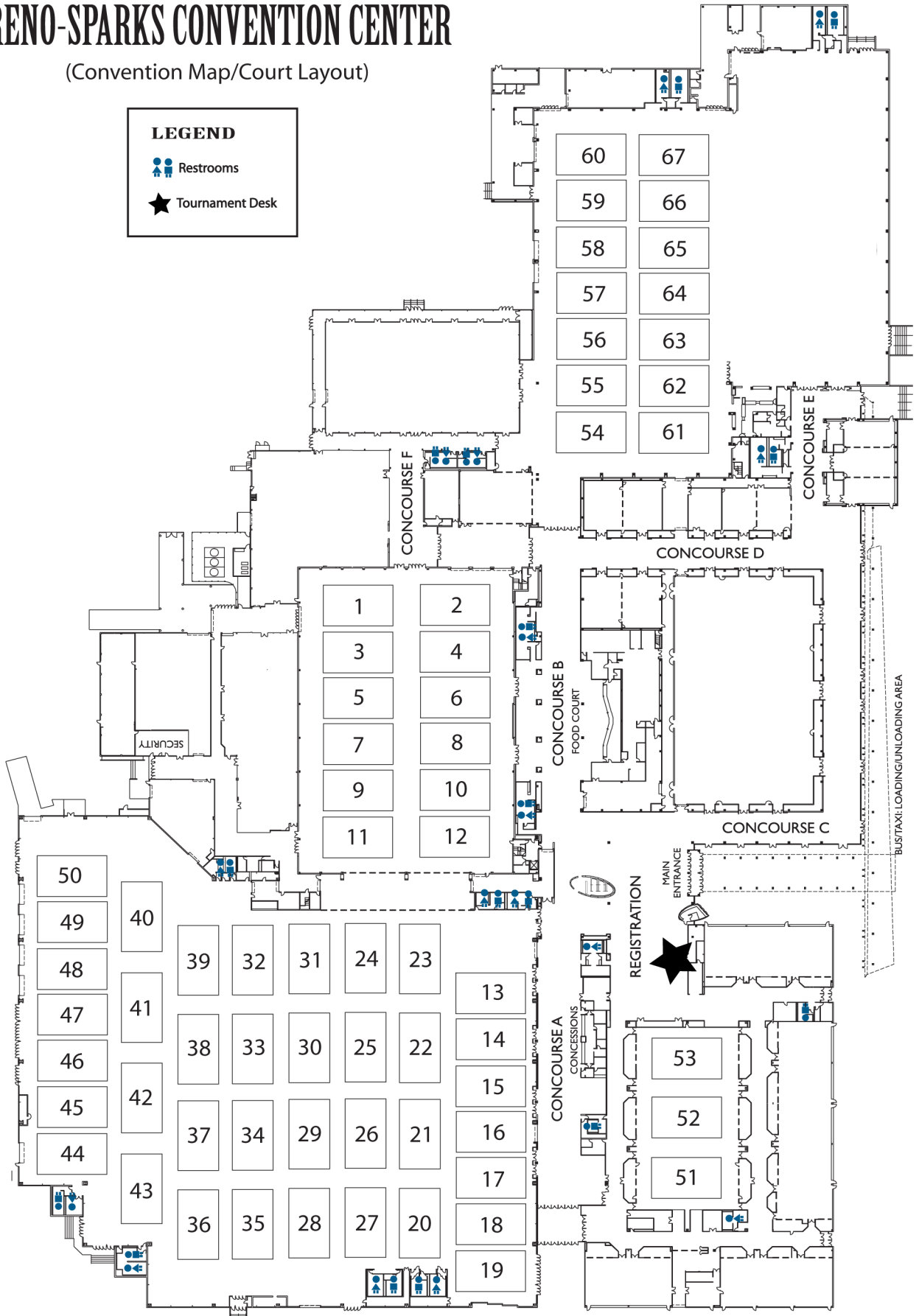
Kylie Woodruff, Northern California Region

RENO-SPARKS CONVENTION CENTER

(Convention Map/Court Layout)

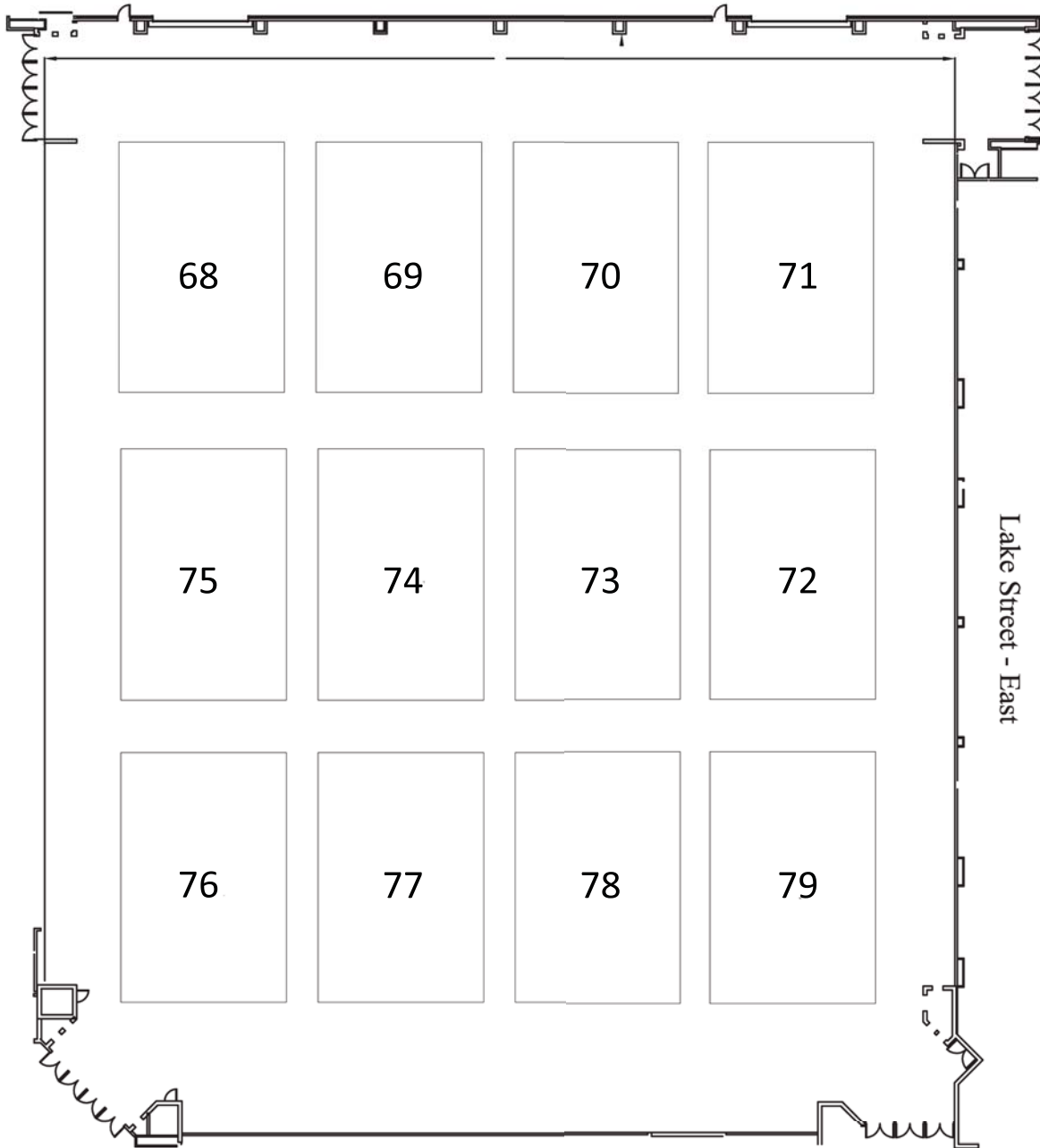
LEGEND

-  Restrooms
-  Tournament Desk



RENO EVENTS CENTER

(Court Layout)



4th Street Side - South

USA CLUB Division	24 teams	24 teams	24 teams	24 teams	24 teams	24 teams		
AMERICAN CLUB Division	48 teams	48 teams	48 teams	48 teams	48 teams	48 teams	48 teams	
Patriot Division		32* teams	48* teams	48* teams	48* teams			24* teams

* Patriot Divisions will have a soft cap of the number listed above, but may accept up to 64 teams

in a tournament in multiples of 4 teams dependent on available court space.

(For dates determining player eligibility for each age division, please see the USAV website: www.usavolleyball.org).

NATIONAL QUALIFIER QUALIFYING PROCESS

The primary purpose of the NQs is to select, through tournament competition, Open teams and some Club teams in various age divisions to compete at the GJNC. There are a number of secondary purposes for the NQs, including:

- Promote inter-regional play.
- Provide a high level of competition for teams at different levels within each age division.
- Showcase junior talent for college recruiters and National Team programs.
- Promote the growth and development of volleyball in a particular geographic area.
- Provide a training ground for officials.

Currently, there are 11 NQs: Big South, Colorado Crossroads, Disney Volleyball Showcase, Far Western, Hoosier Midwest, Lone Star, Northeast, Northern Lights, Pacific Northwest, Show Me and Southern California.

NATIONAL QUALIFIER REQUIREMENTS

The NQs are licensed by USAV, with sanction from the USAV National Office, which develops, standardizes, evaluates and oversees the qualification process for the GJNC through the Events Department. USAV and the Events Department monitor the qualifying process each season, and, with their various Commissions:

- Approve formats and flow charts for the NQ divisions.
- Determine the process by which teams are accepted or denied entry into a NQ division.
- Approve each NQ schedule grid.
- Approve systems to seed the NQ Open Divisions.

- Review and recommend improvements for NQ operations.
- Establish and verify individual eligibility requirements for all participants in both bid and non-bid divisions.

DIVISIONS & SIZE OF FIELD

The Events Department, with input from the Directors of each of the NQs, determines the maximum number of teams a NQ may host in each Open and Club division. Currently, a NQ may host a maximum of 48 teams in each Open division and 128 teams in each Club division. On a case-by-case basis, the Events Department may grant a waiver for a NQ Club division to exceed these numbers, except that no waivers will be granted for the NQ Open divisions.

Not all NQs host all age divisions; some host competition in age divisions that do not currently have a Junior National Championship (i.e. 10 & Under or “Select” divisions). The NQs have the latitude to institute these additional divisions with the approval of USAV.

GJNC BIDS AWARDED BY A NATIONAL QUALIFIER

USAV allows each NQ to award a certain number of bids to the top finishing teams in Open and Club divisions. The number of bids a NQ has to award is pre-determined according to the number of teams entered in the NQ division on the NQ’s deadline date or the date the division’s seeding is finalized, whichever number is larger (see the chart below.)

OPEN: 14’s – 18’s		USA: 12’s – 18’s *		AMERICAN: 12’s - 18’s	
Number of Teams	Number of Bids	Number of Teams	Number of Bids	Number of Teams	Number of Bids
< 8	0	< 8	0	< 8	0
8 - 15	1	9 - 23	1	9 - 128	1
16 - 23	2	24 - 128	2		
24 - 48	3				

* Available USA Division bids will be allocated back to NQs based on field size on the Wednesday before the start of the first NQ of the year.

The total number of bids distributed among the NQs to award in a GJNC division is determined by the number of teams permitted to play in the division at the GJNC. Some Open bids are reserved for the At-Large Pool and some Club bids are reserved for the regions to award (see *Age Classifications* chart above).

Bids awarded at NQs must be accepted in writing at or prior to the time of the bid award, with some limited exceptions (see *Rules for Priority of Bid Use* and *GJNC Bids Awarded Through a Region Process*).

For a team to use a bid earned in any qualifying process, the team must complete all entry requirements for their region and for the GJNC by the deadline dates. If a team has not met all the entry requirements by the deadline date, that team may not use its bid and also may be subject to additional sanctions (see *Penalties for Not Using a Bid*).

National Qualifier Open Division Bids

In the NQ Open divisions, bids go to the teams that finish the competition in a bid award position.

If one or more teams wins a bid award position at a NQ and previously earned an Open bid at another NQ, the bid(s) can trickle-down to the next highest finishing team, provided the next highest finishing team finished no lower than twice the number of bids available in the tournament (example: if 2 bids are available, the trickle will go no lower than the 4th place finisher; if 3 bids are available, the trickle will go no lower than the 6th place finisher).

If a team previously or subsequently earns a USA Club, National Club or American Club bid either from a region or a NQ, the team must use the Open bid. The *Rules for Priority of Use of a Bid* (see section below) determine which team receives the National or American Club bid.

Open At-Large Bids

The Events Department, with the assistance of its appropriate Commission, awards some GJNC Open bids as At-Large Bids. An At-Large bid is an Open bid that was not awarded to a team at a NQ because of a trickle-down limitation, or a bid that was reserved for the At-Large Pool. Teams may apply for At-Large consideration provided that the team must:

- Play in at least one NQ in the same GJNC Open division age group for which the team is applying; and,
- Comply with the both their region's and USAV's GJNC deadline dates and application processes; and,
- Check the Open At-Large consideration statement listed on the USAV GJNC Official Entry Form; and,
- Submit to the Events Department complete, accurate and up-to-date results for all of the team's competition through the last day of the last NQ, not later than the end of business on the Tuesday after the finish of the last NQ.

The Events Department will announce the teams winning GJNC Open At-Large bids no later than the second Monday after the last NQ. The Events Department will notify teams awarded an At-Large bid by email, sent to the Coach and Club Director whose emails are included on the GJNC entry application.

National Qualifier Club Division Bids (USA and American)

At a NQ,; the USA Club division has up to two bids, and the American Club division has one bid. A Club Division must have at least 8 teams to be able to award a bid in that respective tournament-.

A team must accept or reject a club bid in writing, –no later than the conclusion of the division's competition. If rejected, the bid will trickle down to the next eligible, highest finishing team, provided that team finished no lower than twice the number of bids available in the tournament (example: if 2 bids are available, the trickle will go no lower than the 4th place finisher; if 3 bids are available, the trickle will go no lower than the 6th place finisher. (see *GJNC Bids Awarded Through a Region*).

- Trickle down scenarios for a NQ Club Bid: If a team that wins a bid (USA or American) accepted an Open bid from a previous NQ the current NQ Club bid may trickle down to the next highest finishing team provided that team finished no lower than twice the number of bids available in the tournament. The trickle down process must be applied at the conclusion of the division's competition.
- If a team that wins an USA bid accepted an USA bid at a previous NQ, the current NQ bid goes to the next highest finishing team, provided that team finished no lower than twice the number of bids available in the tournament or higher.
- If a team that wins an American bid accepted an American bid from a previous NQ, the current NQ bid goes to the next highest finishing team, provided the next highest finishing team finished no lower than twice the number of bids available in the tournament or higher.

GJNC BIDS AWARDED THROUGH A REGION

Regions award bids to two Divisions at the GJNC – National and American. Each Region will receive at least 1 National bid to award at their discretion. As there are a total of 48 bids to be allocated to 40 Regions, the 8 largest Regions based on Girls' Junior registrations from the previous season (except as noted below) will be awarded a 2nd bid to the National Division at the GJNC.

Of the 48 American Division bids, 10 will be awarded at NQ Events with the remaining being allocated to the 38 largest Regions based on Girls' Junior registrants from the previous season except as noted below:

- For 12 & Under and 13 & Under divisions, the original allotment of bids and any reallocation bids a region receives depends on the number of junior girls registered in the 12 & Under and 13 & Under divisions, *not* on the total number of junior girls registered in the region.

The number of bids received by a particular region may change from year to year.

Reallocation Bids

Some regions may not use all of their originally allotted bids; in each age division, these unused bids, along with any American bids not accepted by eligible teams at an NQ, become Reallocation bids. The Events Department distributes Reallocation bids to the regions in an order determined both by the number of junior female members and the proximity of that number to certain benchmark membership numbers. The rank order that results from this determination may not be the same rank order that determines which regions get additional bids from the original allotment of GJNC bids for regions to award.

The Events Department notifies each region of its original bid allotment and any reallocation bids it may receive for each age division.

RULES FOR PRIORITY OF BID USE

Some teams participate in more than one qualifying process in a season, either through their region, by attending NQs, by applying for an At-Large bid, or by some combination of these processes. If the team earns more than one bid, the following rules apply as to which bid the team must use, and what happens to the other bid(s).

Generally, the priority of bid use is as follows:

- 1) Open
- 2) National
- 3) USA
- 4) American

When an Open bid is the second bid a team earns, from either a NQ or the At-Large Process:

- If a team previously accepted an USA Club bid, the team must use the Open Bid. The USA bid will revert back to the team's home Region to be awarded as the Region chooses.
- If a team previously accepted an American Club bid, the team must accept the Open Bid. If the American bid was obtained through a NQ, the bid becomes a Reallocation bid. If the bid was from a region, it remains in that region's bid allotment.

When a National Club bid is the second bid a team earns:

- If a team previously accepted a USA Club bid, the team must use the National Bid. The National bid will be allocated to the team's home Region to be awarded as the Region chooses.
- If a team previously accepted an American Club bid, the team must accept the USA Bid. If the American bid was obtained through a NQ, the bid becomes a Reallocation bid. If the bid was from a region, it remains in that region's bid allotment.

When an USA Club bid is the second bid a team earns:

- If a team previously accepted an American bid from either an NQ or a region, the team must use the USA bid. If the American bid was obtained through a NQ, the bid becomes a Reallocation bid. If the bid was from a region, it remains in that region's bid allotment.

Penalties for Not Using Bids

A team that does not use a GJNC bid (Open or Club) which it has earned and accepted, may be subject to the following penalties:

- If a team earns - an Open bid at a NQ, earns and accepts an Open At-Large bid, or earns and accepts a Club bid (Regional or NQ) and subsequently does not participate in the GJNC, ALL teams from that club and ALL Adult Members listed on the NQ Official Roster and the Club Director will be suspended from participating in all NQs, Regional Qualification Events, and the GJNC for the following season; and,
- The Club must pay USAV the GJNC entry fee for the team.
 - If the Club does not pay the GJNC Event Entry Fee by December 31st of that year, the suspension from competing in qualifying events will remain in force until the fee is paid in full.

NATIONAL QUALIFIER TOURNAMENTS

All NQs must use competition formats approved by the Events Department. The information in this section applies to *all* NQ tournaments.

TOURNAMENT FORMATS

The tournament format determines the number of pools in a division, the number of teams in each pool and the sequence of play, from pool play through playoffs. A tournament "flow chart" illustrates the sequence of the format components.

MATCH FORMATS

The preferred match format is pools of 4 playing the best 2-out-of-3 sets.

- The first two sets play to 25 points, rally scoring, with one team winning by two points and no point cap.
- If a third (deciding) set is necessary, it is played to 15, rally scoring, with one team winning by two points and no point cap.

- Some pools of 3 may play all three sets to 25, regardless of whether a team wins the first two. This exception depends on the number of pools of 3 in a division.
- In a 3-team pool, where 3 sets to 25 are played instead of 2 out of 3, and the final finish in the pool is determined by match record. Should one team win the first two sets of the match, that team has won the match, but teams will still play the 3rd set. Should there be a 3-way tie in the pool with all 3 teams having a 1-1 record, ALL sets played will be used when determining set percentage when going to a tie-breaker. When playing the 3rd set, there will be a coin flip between sets two and three to determine side, serve and receive, and teams will switch sides at 13.

Open Division Formats

The top 12 to 16 teams in an Open division play 3 rounds of pool play, and, if necessary, a single elimination bracket to determine the overall winner of the tournament.

- The third round of pool play is known as the Gold Pools.
- If a team in one of the top 3 positions in an Open Division previously qualified for the GJNC, additional matches may be required to determine which teams are awarded bids via the trickle down process.
 - The Events Department approves formats for additional trickle down matches prior to the start of the NQ; and,
 - The formats are announced in the tournament information prior to the start of the NQ.

Teams in finish positions lower than the Gold Pools play two rounds of pool play followed by a single elimination bracket.

Some teams may have an additional qualifying, crossover or seeding match prior to Gold Pools or playoff brackets, depending on the number of teams in a division.

Club Division Formats

All teams in Club divisions play 2 rounds of pool play, followed by single elimination playoff brackets.

Some teams may have an additional qualifying, crossover or seeding match prior to Gold bracket or other playoff brackets, depending on the number of teams in a division.

POOL PLAY SEQUENCE

Pool play sequence, listed below, is used for all pools in a NQ, unless another sequence is approved by the Events Department:

Round	Four-Team Pools	Three-Team Pools	Five-Team Pools on 2 courts
Match 1	1 vs. 3 (ref 2)	1 vs. 3 (ref 2)	1 vs. 5 and 2 vs. 4 (ref 3)
Match 2	2 vs. 4 (ref 1)	2 vs. 3 (ref 1)	1 vs. 4 and 2 vs. 3 (ref 5)
Match 3	1 vs. 4 (ref 3)	1 vs. 2 (ref 3)	Break
Match 4	2 vs. 3 (ref 1)		1 vs. 3 and 4 vs. 5 (ref 2)
Match 5	3 vs. 4 (ref 2)		2 vs. 5 and 3 vs. 4 (ref 1)
Match 6	1 vs. 2 (ref 4)		1 vs. 2 and 3 vs. 5 (ref 4)

A team's final pool finish is determined by match results. If team(s) are tied at the completion of pool play, tie breaker procedures will determine the final order of finish (see *Procedures for Breaking Ties*).

PLAYING SCHEDULES

- All pool play matches are scheduled one hour apart. Some pools may have play on two days to complete the pool (for example, begin play one day in the evening and finish the next morning).
- The first match of a pool must begin at its scheduled time. Within a pool, and after the first match, a match may begin up to 15 minutes before the scheduled starting time provided the two teams competing, the officials and the tournament staff all agree to it, and provided that there is sufficient time for the warm-up protocol.
- Trickle down matches are required to be played only if necessary to determine bid awards.

COURT USE

- A NQ may schedule no more than 13 matches on a court in one day, unless otherwise approved by the USAV Events Department. Tie-breaking sets do not count as scheduled matches.
- Final matches of the day must be scheduled to begin no later than 9:00 p.m. (with an 8:00 a.m. start) or 9:30 p.m. (with an 8:30 a.m. start).
- If a division is larger than 64 teams, the first round of playoffs can be scheduled for the second day. Teams must still be given a minimum of 1 match on the third day.

WARM-UP PROTOCOL

Primary Warm-up Protocol – For all teams in their first match of a round of play.

Primary Warm-Up Protocol **(5-4-4)**:

- Five (5) minutes of shared court time for ball handling; and
- Four (4) minutes of exclusive court time for the serving team; and
- Four (4) minutes of exclusive court time for the receiving team.
- There will be no shared hitting time.

A crossover match or tie-breaking match that immediately follows pool play is part of that previous single round of play; teams follow the Secondary Warm-Up Protocol set out below.

A crossover match, seeding match or qualifying match that occurs after a scheduled break, after the conclusion of pool play, is a separate round of play; teams in this round follow the Primary Warm-Up Protocol.

Secondary Warm-Up Protocol – For all other matches within the round of play.

Secondary Warm-Up Protocol **(2-4-4)**:

- Two (2) minutes of shared court time for ball handling; and
- Four (4) minutes of exclusive court time for the serving team; and
- Four (4) minutes of exclusive court time for the receiving team.
- There will be no shared hitting time.

Only USAV members may be on the playing surface to assist with shagging balls during warm-ups.

ON-SITE REGISTRATION AND ROSTER VERIFICATION

Prior to beginning play, a Team Representative (Coach, Club Director or other designated adult) must confirm a team's presence at the tournament by signing an Official Tournament Roster (Official Roster).

The person who signs the Official Roster, whether the Coach, Club Director or other designated adult (Signing Agent), assumes all responsibility for verifying that:

- All of the information contained on the Official Roster is both complete and correct, including that:
 - ALL coaches listed on the Official Roster (Head and Assistant coaches) have IMPACT coaching certification, at a minimum.
 - All reported team competition results are complete and accurate.

No player may be added to an Official Roster at a NQ once that team has begun match play in that event.

If a team wins an Open bid or accepts a Club bid at a NQ, the players on the Official Roster, as signed by the Signing Agent prior to the start of tournament play, are frozen to that team.

- The NQ will send a copy of the Official Roster to the Events Department at the finish of the NQ.
 - The players on this roster will be frozen with regard to the GJNC.
 - The Events Department will post the team's roster on the USAV website.

(See *Frozen Player* rules below for additional information about region bids and At-Large bids in regards to Official Rosters.)

PROCEDURES FOR BREAKING TIES

At the conclusion of a pool, the pool finish positions of the teams are determined by their pool match records.

- If there is a tie in match record among 2 or more teams in the pool, tie(s) will be resolved using the GJNC National Tie Break Rules.
- Even in 3 team pools where all 3 sets are required to be played, match record - not game record - will determine a team's finish in the pool. (Contradicts with 4th bullet on page 13)

TWO-WAY TIES: 2 teams tied in match record

There will be *no* tie breaker sets.

- The first place team will be the team that won the pool play match between the 2 tied teams (head-to-head).
 - This is the procedure for ***all two-way ties***, even when one team might still win a bid; the tied teams have already determined the better team through head-to-head competition.

THREE-WAY TIES: Where no team can advance to win a bid

There will be *no* tie breaker sets. Ties among teams will be resolved as follows:

If 3 or more teams are tied in match record, the ties are broken by applying the following steps, in order, without repeating any step. ***Head-to-Head results will not be used at any time in breaking a three-way tie:***

- Determine each team's set percentage (divide each team's total sets won in the pool by the total sets played). The team with the highest set percentage is first.
- If some or all of the teams have the same set percentage, then determine the point percentage of the teams that are still tied (divide each team's total points scored by the total points scored by all the team's opponents in that pool).
 - Of the teams still tied, the team with the highest point percentage has the next highest finish in the pool (finishes either first or second, depending on the outcome of the set percentage).
- If two or more teams are still tied:
 - Coin toss.

THREE-WAY TIES: Where 1 or more teams may advance to win a bid

There are several scenarios in which three-way ties can occur. The resolution for each tie breaker scenario depends on both the number of teams that can advance to win a bid from the pool, AND which pool finish position is at stake for the tied teams.

SEEDING TIE BREAKER SETS

The *seeds* for teams tied in match record involved in the tie breaker sets are determined by:

- Set percentage: The total number of sets played in the pool (sets won divided by total sets played).
 - The team with the highest set percentage is seeded first.

If the teams are still tied:

- Point percentage: Each team's total points scored divided by the total points scored by the team's opponents in that pool.
 - The team with the highest point percentage is seeded first.

If the teams are still tied:

- Coin toss.

Playing Tie Breaker Sets

Scenario One

No. Teams Advancing	Pool Finish	Applications
1	First place	4-team pools: All teams have 2-1 match records 3-team pools: All teams have 1-1 match records

- All three teams will participate in tie breaker sets.
- Set 1: the #2 seed will play the #3 seed, and the #1 seed will officiate. The loser of Set 1 will be third place in the pool and will officiate the next tie breaker set.
- Set 2: the winner of Set 1 will play the #1 seed and the loser of Set 1 will officiate. The winner of Set 2 will be first in the pool and the loser will be second.

If, for any reason, one of the tied teams is unavailable for the resolution of the tie at the time the court official is ready to proceed, that team will automatically become the third place team and the other two teams will play one tie breaker set.

Scenario Two

No. Teams Advancing	Pool Finish	Applications
2	First place	4-team pools: All teams have 2-1 match records 3-team pools: All teams have 1-1 match records

- The #1 seed does not have a playoff set. The #1 seed finishes first in the pool.
- The #2 seed will play the #3 seed and the #1 seed will officiate. The winner will be second place in the pool and the loser of this set will be third place in the pool.

If, for any reason, one of the tied teams is unavailable for the resolution of the tie at the time the court official is ready to proceed, that team will be ranked third in the pool. The remaining teams will finish first and second in the pool based on the tie breaker seeding process. No other penalty will be applied and no tie breaker set is played.

Scenario Three

No. Teams Advancing	Pool Finish	Applications
2	Second place	4-team pools: All teams have 1-2 match records

- All three teams will participate in tie breaker Sets.
- Set 1: the #2 seed will play the #3 seed and the #1 seed will officiate. The loser of Set 1 will be fourth place in the pool and will officiate the next tie breaker set.
- Set 2: the winner of Set 1 will play the #1 seed and the loser of Set 1 will officiate. The winner of Set 2 will be first in the pool and the loser will be third.

If, for any reason, one of the tied teams is unavailable for the resolution of the tie at the time the court official is ready to proceed, that team will automatically become the fourth place team. The other two teams will play one tie breaker set.

Scenario Four

No. Teams Advancing	Pool Finish	Applications
3	Second place	4-team pools: All teams have 1-2 match records

- The #1 seed does not have a playoff set. The #1 seed finishes second in the pool.
- The #2 seed will play the #3 seed and the #1 seed will officiate. The winner will be third place in the pool and the loser of this set will be fourth place in the pool.

If, for any reason, one of the tied teams is unavailable for the resolution of the tie at the time the court official is ready to proceed, that team will be ranked fourth in the pool. The remaining two teams will finish second and third in the pool based on the tie breaker seeding process. No other penalty will be applied and no tie breaker set is played.

TIE BREAKER PROCEDURES FOR THIRD ROUND OPEN DIVISION POOLS (Gold Pools)

If three teams are tied, ALL THREE TEAMS WILL PARTICIPATE IN TIE BREAKER SETS. Follow the *Seeding the Tie Breaker Sets* to seed the teams, and *Scenario One* above for the Set Play Order.

# of Bids	Pool Finish	Applications
1 - 2	First or Second place	4-team pools: All teams have either 2-1 or 1-2 match records 3-team pools: All teams have a 1-1 match record

If **all teams** in the Gold Pool are qualified, there will be no tie breaker sets for that pool. Ties are resolved by ranking according to set percentage, or, if necessary, point percentage.

FORMAT FOR TIE BREAKER SETS

- Tie break sets are played to 25 points with one team winning by two points, no cap.
- Teams will switch sides at 13 points.

PENALTIES FOR MISSED TIE BREAKER SETS

It is the responsibility of a team's coach to know if there is a potential tie in pool play finish and to have his/her team available courtside for tie breaker sets as soon as the last match of the pool is finished.

- All teams must remain courtside for the duration of any necessary tie breaker sets regardless of whether the team is scheduled to compete or officiate.
- Play of tie breaker sets will not be delayed in order to locate a team or provide time for a team to return to the court.

In a three-way tie, where one or more teams is not at courtside at the finish of the last match of the pool, the teams remaining will play for position, if necessary.

- The team(s) that left will finish lower than the team(s) that remained.
- The position of the team(s) that left will be determined following the tie break procedure as it pertains to the pool and advancing positions available.
- There are no other penalties for a team that is not present for tie breaking sets.

TEAM AND PLAYER POLICIES

PARTICIPATION IN MULTIPLE DIVISIONS

Each NQ that operates under one name or one USAV license is a single EVENT, even if the NQ activity is held on multiple weekends or in multiple locations.

A player may only be on one team roster in a bid award division in a single NQ.

PLAYING UP

A team must play in the division that conforms to the USAV age requirements for the team's players. The team's GJNC code stipulates its proper age division. If a team desires to play up an age division AND there is space available without denying an age appropriate team an entry position, the team may play in an upper age division. A team may play up a maximum of two age divisions (i.e. a 15s team could only play up to 16s or 17s).

A team may be moved up at the request of the tournament, but if this team is accepted in the proper age group, they must agree to the move. A team unable to gain access may be offered the opportunity to play up by the tournament.

TEAM FORFEITURES

A team that intentionally forfeits a match at a NQ will be excluded from further participation in that NQ.

- The forfeit is intentional unless the team shows good cause for the forfeit.
 - The Event Arbitrator will determine if good cause exists.
 - The QD will report any team that intentionally forfeits a match to the Events Department.
- If a team intentionally forfeits a match in the Gold Level during the third round of pool play in an Open division or during Gold playoff bracket matches in a Club division, the team's penalty will be:
 - ALL Adult Members listed on the verified event roster and the Club Director will be suspended from participating in all NQs, Regional Qualification Events and the GJNC for the following season.

Last Day Forfeits

Teams that enter a NQ are committing to participating in the full event. Teams have control over their travel plans and those plans should be made so that a team will not have to forfeit any matches.

A team that forfeits a match for any reason other than illness, injury or emergency is denying another team a match. Additionally, in a single elimination format, it is poor sportsmanship to deny a team the right to move on by beating them and then forfeiting out of the event. Furthermore, it is even more unacceptable to forfeit and then, as loser of the match, not to remain and officiate the next match.

Teams that have no flexibility in their travel plans and know they will need to leave before the conclusion of an event should notify the Tournament Director early on the last day.

The Tournament Director will decide when the team will need to take their forfeit. Teams forfeiting should recognize that additional penalties may apply.

- Teams that refuse to play a match to determine 3rd and 4th place in the tournament will both finish 4th, and there will be no 3rd place awarded in the tournament.
- Teams that forfeit a last day match are still responsible to officiate the next match scheduled on their court. Teams playing the next scheduled match may not be required to begin play early.

TEAM OFFICIATING DUTIES

The NQ must publish an officiating assignment schedule for the teams; the teams must fulfill all their scheduled officiating assignments.

Teams must provide second referees for all assigned matches (unless an assigned match has a certified official as second referee); two line judges; a scorer (scorekeeper); and an assistant scorer (visual scorer and libero tracker).

- A team that fails to have a complete officiating crew available for an officiating assignment - including a rostered adult for that team - at the time the court official is ready to proceed can be penalized by losing points in the first set of its next match.
 - For every minute an officiating team is late to fulfill its assignment, one point will be awarded to that team's next opponent in the first set of the next match, up to a maximum of 25 points.
 - Penalty points begin to accumulate at the start of the receiving team's warm-up.
- An adult listed on the event roster must be present at the scorer's table and easily identifiable while any members of the team are officiating.
 - Performing duties as the R2 on the match the team is assigned to officiate fulfills this requirement.
- A team may forfeit its entire next match for failing, a second time, to have an officiating crew available on time for an officiating assignment.

**Penalties for missing officiating assignments in a three-way tie breaker differ from these Team Officiating Duties penalties (see Procedures for Breaking Ties).*

REGIONALLY AGE WAIVERED PLAYERS

Teams competing in a NQ bid award division **MAY NOT** use any players who have an age waiver from their region unless those players are otherwise age-eligible to play in the division.

NQs may allow teams using players who have a waiver from their region for age requirements in any division that does **NOT** have a bid for the GJNC.

TEAM ROSTERS

All coaches listed on the roster (Head and Assistants) will possess a minimum coaching certification level of IMPACT (Entry Level). An IMPACT certified coach, listed on the roster, must be present and on the bench at all times.

It is strongly recommended that teams have additional IMPACT certified adults verified on their roster and present at all times. In the event a Coach(es) is not present (late, sick, ejected or disqualified), the team must have another IMPACT certified adult verified on their roster and on the team bench for play to begin or continue without forfeit. No

additional time will be allowed to comply with the certified personnel requirement to continue play except for unused time outs and/or time allowed between sets.

A team may have a maximum of 15 players and five (5) additional personnel on their roster, one of which must be listed as the Head Coach. The other four roster positions may be any combination of the following:

1. Assistant Coach
2. 2nd Assistant Coach
3. Chaperone One
4. Chaperone Two
5. Team Representative
6. Team Manager

In the event the team elects not to designate a Team Representative, the Head Coach will fill that role.

The Team Manager position is primarily reserved for, but not restricted to, junior level members (members who are registered in a junior level membership category or are under the age of 18) participating with a junior team in a non-player capacity. These members cannot be placed in any team staff position other than "Team Manager". Junior level staff members must be at least 10 years of age. USA Volleyball and the event arbitrators reserve the right to conduct random ID checks on any staff person listed on the roster at any time.

All roster personnel (non-players) must have completed the club's region's registration process and cleared the background screening if applicable. Junior level members under the age of 18 do not need to be background screened. Junior members 18 years old and above, serving in non-player capacity on a junior team, must apply for and "clear" a background screening within 30 days of their 18th Birthday."

Individual Participation Eligibility Requirements (membership, background screening, IMPACT, minimum age, etc.) are subject to verification by USAV, including use of random ID checks by the Event Arbitrator.

Frozen Players

Earning an Open bid, submitting an Open At-Large bid application or accepting any Club bid defines the team as "qualified" for the GJNC. As of this time, the players on the qualified team's Official Roster are frozen to that team. The players on the team's Official Roster are subject to the following restrictions:

- A Frozen Player cannot be on the roster of, or play for, another team in a Regional or NQ event, the roster of a team applying for an Open At-Large bid, or another team playing at the GJNC.
- Once a female junior player has participated in a GJNC qualifying event (Regional or NQ), she may not be on the Official Roster of, or participate in, another GJNC qualifying or championship event with a different club.
- A club may add player(s) to the Official Roster of one of its teams qualified for the GJNC, provided the additional player(s) are members of the club and are not on the Official Roster of another of the club's teams, except that:
 - No player may switch from one qualified team to another qualified team, even within the same club.

Violations of the Frozen Player rules will result in sanctions being imposed on the already qualified team, its club, the team's coach, the player and the club's director.

The Events Department will determine sanctions for violations of the Frozen Player rules. The sanctions may be a warning, probation, suspension, expulsion or match forfeiture.