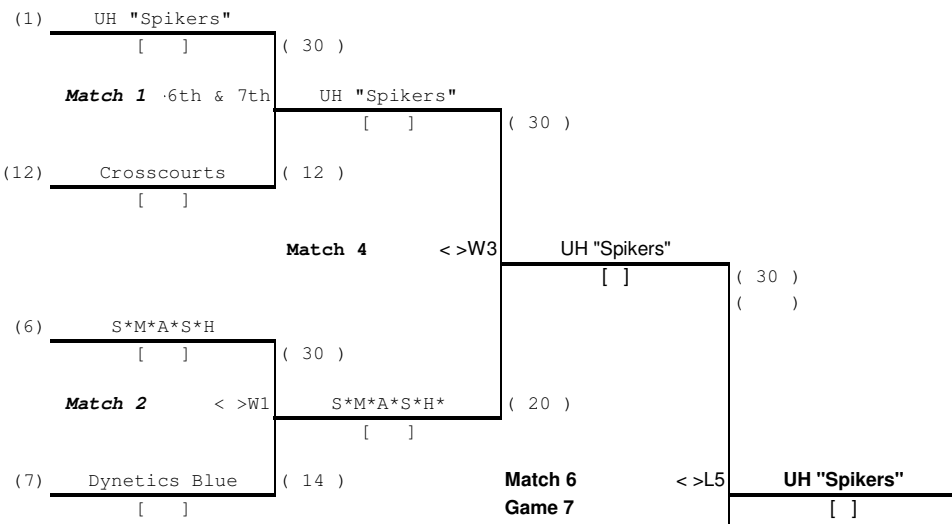
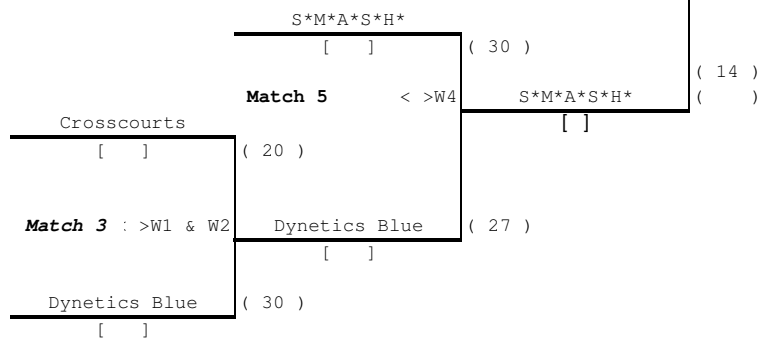


Central Gym Night 1 (Court 3)

WINNERS BRACKET



LOSERS BRACKET

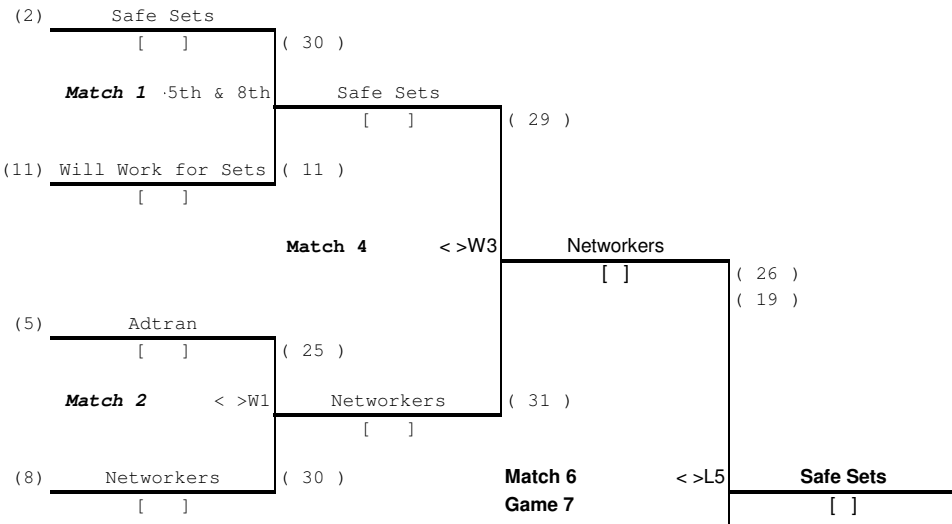


- * Initial ranking is by league record.
- * Matches are 1 game to 30 points, no cap. (Each team is allowed 3 time outs for 30 point games)
- * Teams are reminded that they may be required to referee after they have completed playing.
- * Time schedule: All teams Bump 5:30 - 6:15
1st playing teams 6:15 - 6:20
1st Matches start 6:20
- * Time between games is 3 minutes except before match 2 the time allowed will be 8 minutes to allow warm up hitting time for the 1st place seed.
- * Division reps may modify the schedule to meet time constraints.
- * If W5 wins Match 6, a tie breaker game will be played. Points played & cap/no cap to be determined as time allows.

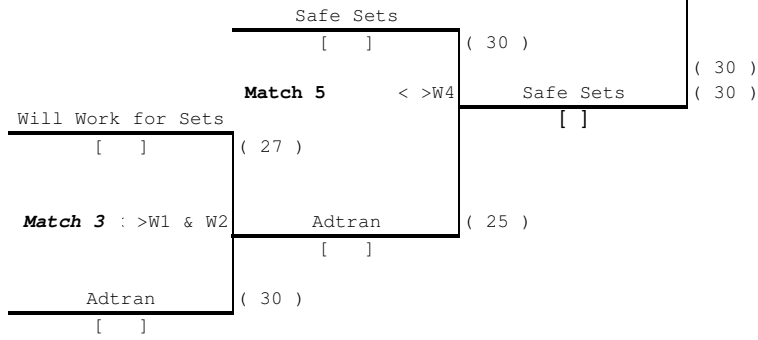
Seed	Team
1	UH "Spikers"
2	Safe Sets
3	CSC
4	Hangtime
5	Adtran
6	S*M*A*S*H
7	Dynetics Blue
8	Networkers
9	Bulldog Shuffle
10	Lockheed Martin
11	Will Work for Sets
12	Crosscourts

Beracha Gym Night 1 (Court 2)

WINNERS BRACKET



LOSERS BRACKET

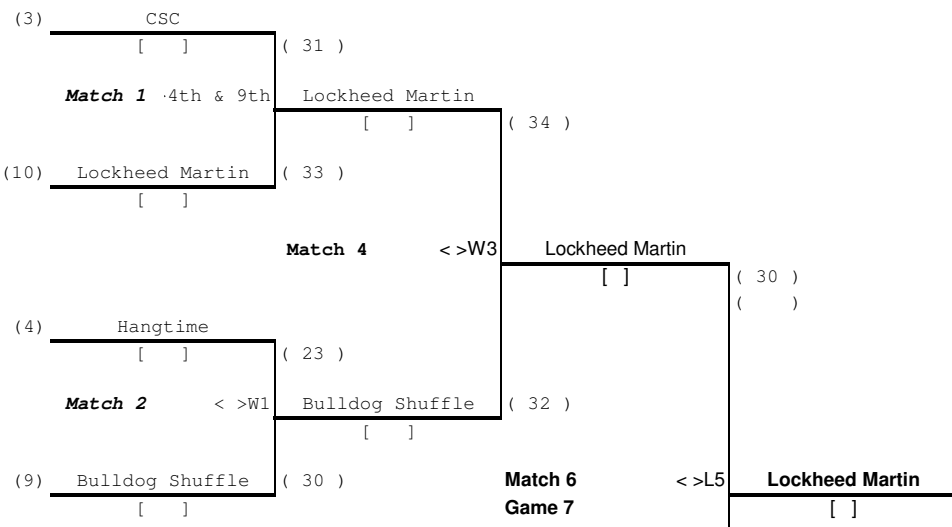


- * Initial ranking is by league record.
- * Matches are 1 game to 30 points, no cap. (Each team is allowed 3 time outs for 30 point games)
- * Teams are reminded that they may be required to referee after they have completed playing.
- * Time schedule: All teams Bump 5:30 - 6:15
1st playing teams 6:15 - 6:20
1st Matches start 6:20
- * Time between games is 3 minutes except before match 2 the time allowed will be 8 minutes to allow warm up hitting time for the 1st place seed.
- * Division reps may modify the schedule to meet time constraints.
- * If W5 wins Match 6, a tie breaker game will be played. Points played & cap/no cap to be determined as time allows.

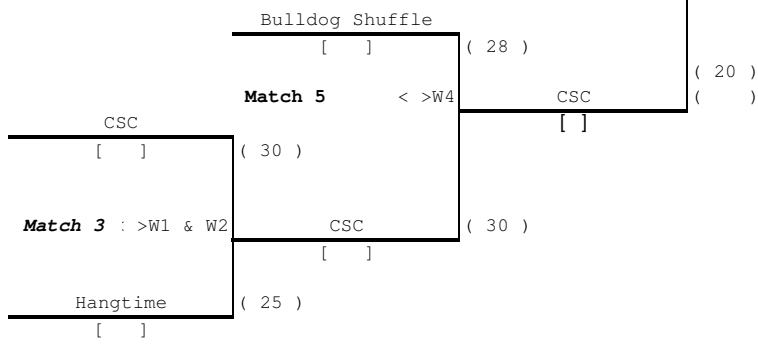
Seed	Team
1	UH "Spikers"
2	Safe Sets
3	CSC
4	Hangtime
5	Adtran
6	S*M*A*S*H
7	Dynetics Blue
8	Networkers
9	Bulldog Shuffle
10	Lockheed Martin
11	Will Work for Sets
12	Crosscourts

Scruggs Gym Night 1 (Court 1)

WINNERS BRACKET



LOSERS BRACKET



- * Initial ranking is by league record.
- * Matches are 1 game to 30 points, no cap. (Each team is allowed 3 time outs for 30 point games)
- * Teams are reminded that they may be required to referee after they have completed playing.
- * Time schedule: All teams Bump 5:30 - 6:15
1st playing teams 6:15 - 6:20
1st Matches start 6:20
- * Time between games is 3 minutes except before match 2 the time allowed will be 8 minutes to allow warm up hitting time for the 1st place seed.
- * Division reps may modify the schedule to meet time constraints.
- * If W5 wins Match 6, a tie breaker game will be played. Points played & cap/no cap to be determined as time allows.

Seed	Team
1	UH "Spikers"
2	Safe Sets
3	CSC
4	Hangtime
5	Adtran
6	S*M*A*S*H
7	Dynetics Blue
8	Networkers
9	Bulldog Shuffle
10	Lockheed Martin
11	Will Work for Sets
12	Crosscourts

HVBA "B" 2009 TOURNAMENT (2/16 & 2/23/10)

KEY: [] TEAM #, < > REF, () SCORES

Central Gym Night 2 court 1

POOL PLAY

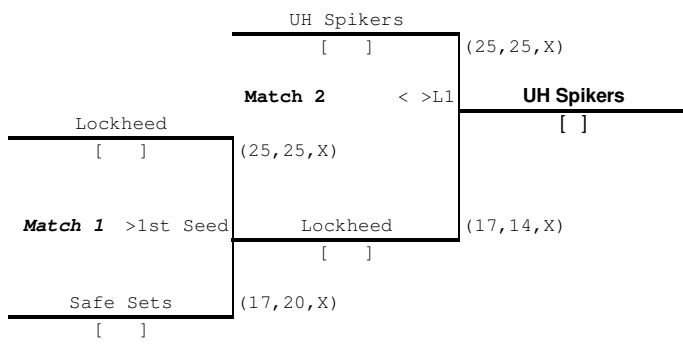
	Scores (Win by(+)/Lose by(-) points					
	W Ct 1	(+/-)	W Ct 2	(+/-)	W Ct 3	(+/-)
Lockheed Martin VS Safe Sets	25	(6)	19	(-6)	XXXXX	XXXXX
Lockheed Martin VS UH "Spikers"	19	(-6)	XXXXX	XXXXX	25	(6)
Safe Sets VS UH "Spikers"	XXXXX	XXXXX	25	(2)	23	(-2)
Total Point Differential	XXXXX	0	XXXXX	-4	XXXXX	4

Seeding

- * Matches are 1 game to 25 points, no cap.
- * Time between games is 3 minutes except before match 2 the time allowed will be 5 minutes.
- * Playoff bracket seeding determined by:
 - 1) Most wins.
 - 2) Highest number of points differential.
 - 3a) For 2 way tie breaker, use head to head of those teams from pool play.
 - 3b) For 3 way tie breaker, all teams call heads or tails **before** a coin flip. Correct call wins. If two teams call correct, then a second flip correct call wins.

Pool Winner	Team
Court 1	Lockheed
Court 2	Safe Sets
Court 3	UH Spikers

SINGLE ELIMINATION BRACKET



- * Bracket ranking by pool play.
- * Matches are 1st two wins out of three games.
- * 1st & 2nd game of each match are played to 25 points, 27 point cap.
- * 3rd game of each match is played to 25 points (or less as determined by division Rep), win by 2 points,
- * Teams are reminded that they may be required to referee after they have completed playing.
- * Time schedule: All teams Bump 5:30 - 6:15
 1st playing teams 6:15 - 6:20
 1st Matches start 6:20
- * Time between games is 3 minutes except before match 2 the time allowed will be 5 minutes.
 to allow warm up hitting time for the 1st place seed.
- * Division reps may modify the schedule to meet time constraints.