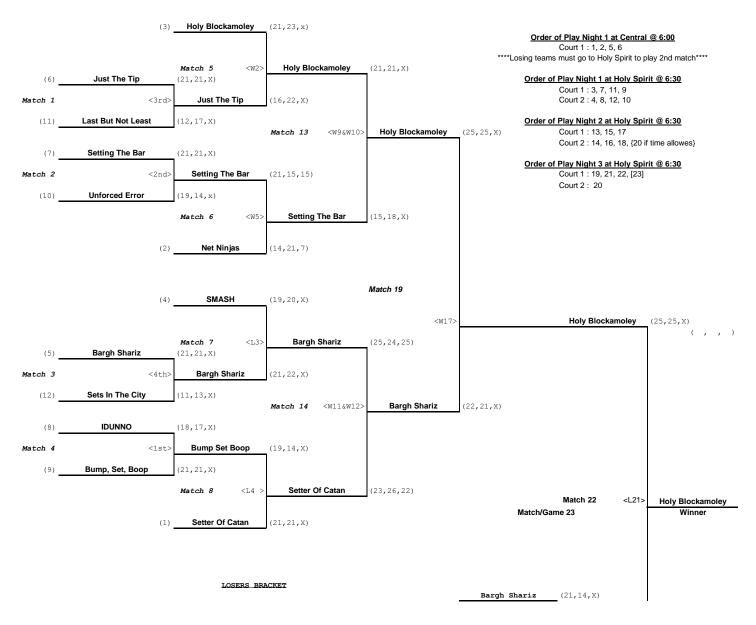
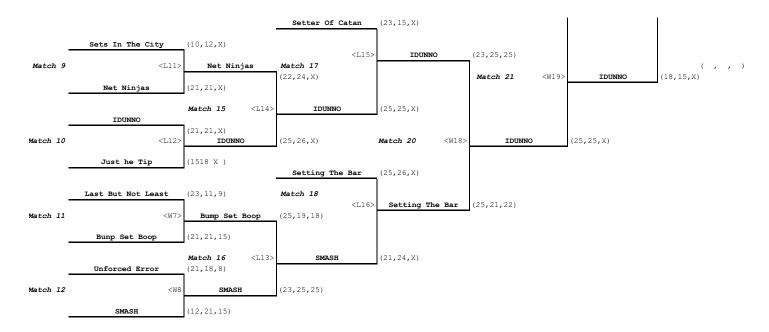
## HVBA 2023 "BB" Division Tournament

Nov 12, 19, & 26

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

WINNERS BRACKET





\* Initial ranking by league record. Teams that forfeit prior to play will be ranked last.

\* On Night 1, the 1st & 2nd game of each match are played to 21 points, 23 point cap. A 3rd tie breaker game will be played to 15 points no cap (I

\* On nights 2 & 3, the 1st & 2nd game of each match are played to 25 points, no cap. A 3rd tie breaker game may be played to 25 points no cap (If

\* If W21 wins Match 22, a tie breaker game or match will be played. Points played & cap/no cap to be determined as time allows.

\* Teams are reminded that they may be required to referee after they have completed playing.

\* If 2 teams are shown as reffing a match, **BOTH** Teams are required to participate in reffing that match. Unless otherwise agreed upon by both team \* Time schedule: Holy Spirit Central

| <u>Holy Spirit</u>    |             | <u>Central</u>        |             |
|-----------------------|-------------|-----------------------|-------------|
| All teams Bump        | 6:30 - 6:45 | All teams Bump        | 6:00 - 6:15 |
| 1st playing teams Hit | 6:45 - 6:50 | 1st playing teams Hit | 6:15 - 6:20 |
| 1st Matches start     | 6:50        | 1st Matches start     | 6:20        |

\* Time between games is 2 minutes maximum.

 $\ast$  Time between matches is 5 minutes maximum. Teams playing for their 1st time on each night may warm up for 5 min.

Note: Time between matches starts when all required teams become available to play.

\* Division reps may modify the schedule to meet time constraints.

| Seed | Team             |
|------|------------------|
| 1    | Setters of Catan |
| 2    | Net Ninjas       |
| 3    | Holy Blockamoley |
| 4    | SMASH            |
| 5    | Bargh Shiraz     |
| 6    | Just The Tip     |
| 7    | Setting The Bar  |
| 8    | IDUNNO           |
| 9    | Bump Set Boop    |
| 10   | Unforced Error   |

- 11 Last But Not Least
- 12 Sets In The City