



iSpike New Years Shoot  
Sunday, January 18<sup>th</sup>, 2026

15u&16u

Team Code	15u Pool A
1	Durant Xtreme
2	SVBC
3	Lancers Force
	15u Pool B
4	Genesis
5	Net Force 15-3 Orange
6	QC Panthers Pink
	16u Pool A
7	Net Force 16-3 Orange
8	3D
9	Rock Island Performance
	16u Pool B
10	Exile Blue
11	Blaze
12	Net Force 16-4 Black

15u and 16u divisions are separate divisions. They are just sharing courts.



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Time	Court 1A	Court 3	Court 4
830am	1 vs 3 (2)	4 vs 6 (5)	7 vs 9 (8)
915am	3 vs 2 (1)	6 vs 5 (4)	10 vs 12 (11)
10am	1 vs 2 (3)	9 vs 8 (7)	12 vs 11 (10)
1045	4 vs 5 (6)	7 vs 8 (9)	10 vs 11 (9)
1130	15u 3 <sup>rd</sup> A vs 3 <sup>rd</sup> B (1 <sup>st</sup> A refs)	15u 2 <sup>nd</sup> A vs 2 <sup>nd</sup> B (1 <sup>st</sup> B refs)	16u 3 <sup>rd</sup> A vs 3 <sup>rd</sup> B (reffing tba)
1215	15u 1 <sup>st</sup> A vs 1 <sup>st</sup> B (3 <sup>rd</sup> A refs)	16u 2 <sup>nd</sup> A vs 2 <sup>nd</sup> B (3 <sup>rd</sup> B refs)	16u 1 <sup>st</sup> A vs 1 <sup>st</sup> B (3 <sup>rd</sup> A refs)
1pm	Bracket play begins	Bracket play begins	Bracket play begins
145	Bracket Play	Bracket Play	Bracket Play
230	Bracket Play	Bracket Play	Bracket Play
315	Bracket Play	Bracket Play	Bracket Play
4			Bracket Play



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### **Tournament Information:**

We must have your final roster signed by you prior to your first match.

Match times are approximates. We will work ahead of the schedule when possible.

No bracket play. This is a half day tournament

### Pool Play:

All pool play matches are 2 sets to 25 rally scoring starting at 4 - cap at 26.

No switching sides between sets.

### Bracket Play:

15u – teams will be seeded after pool play 1-6.

16u – teams will be seeded after pool play 1-6.

### Warm Ups for pool play

No captains are picked during pool play matches.

The first match of the day for each team will be a ten (10) minute warm up.

There will be 2 minutes of joint passing on different sides of the court.

At the 8 minute mark the 1<sup>st</sup> team listed on the schedule will get the whole court for 4 minutes, followed by 4 minutes for the 2<sup>nd</sup> team listed. Teams may pass, hit or serve in their 4 minute time period.

The Team not on the court must remain near their bench and cannot warm-up while the other team has the whole court for their 4 minute period.

Once each team has played one match we will go with a six (6) minute warm up. The six minute warm up consists of 3 minutes on the entire court for the first team listed on the schedule(including serving time), followed by 3 minutes on the entire court for the 2<sup>nd</sup> team listed on the schedule.

The first team listed serves first and is the home team.

### Facility guidelines during tournament

**No outside food or drink allowed in the building. No coolers allowed.**

Rays Café will have many selections including healthy food items.

You can bring folding chairs with you. We do have some seating.

Please have your kids clean debris/empty bottles around bench area.

For directions to facility go to [www.beyondthebaseline.net](http://www.beyondthebaseline.net) – hit directions

There will be a \$8.00 entry fee for spectators.

All Matches are at Beyond The Baseline – 1540 W 12<sup>th</sup> Street, Davenport, Iowa 52804

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[www.beyondthebaseline.net](http://www.beyondthebaseline.net)