| Blue (1) | Orange (3) | White (5) | Black (7) | Fairport 1 (9) |
| :--- | :--- | :--- | :--- | :--- |
| Green (2) | Gray (4) | Red (6) | Purple (8) | Fairport 2 (10) |


| Saturday, October $7^{\text {th }}$ | 8:30-9:20am |  | 9:30-10:20am |  | 10:30-11:20am |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Court 1 | Court 2 | Court 1 | Court 2 | Court 1 | Court 2 |
|  | $1 \times 2$ | $3 \times 4$ | $5 \times 9$ | $6 \times 10$ | $7 \times 8$ | $5 \times 6$ |
| Saturday, October 14 ${ }^{\text {th }}$ | 8:30-9:20am |  | 9:30-10:20am |  | 10:30-11:20am |  |
|  | Court 1 | Court 2 | Court 1 | Court 2 | Court 1 | Court 2 |
|  | $6 \times 9$ | $2 \times 4$ | $7 \times 10$ | $1 \times 3$ | $5 \times 8$ |  |
| Saturday, October $\underline{\underline{1}}$ (th $^{\text {the }}$ | 8:30-9:20am |  | 9:30-10:20am |  | 10:30-11:20am |  |
|  | Court 1 | Court 2 | Court 1 | Court 2 | Court 1 | Court 2 |
|  | 1 $\times 4$ | $6 \times 8$ | $2 \times 3$ |  | $5 \times 10$ | $7 \times 9$ |
| Saturday, October $28{ }^{\text {th }}$ | 8:30-9:20am |  | 9:30-10:20am |  | 10:30-11:20am |  |
|  | Court 1 | Court 2 | Court 1 | Court 2 | Court 1 | Court 2 |
|  | Round Robin |  | $9 \times 8$ | $10 \times 6$ | $5 \times 7$ |  |
| Sunday, November 5th | TBD |  |  |  |  |  |

## RULES:

- Time: 3 games with a 15-minute timer
- Time penalty: If a team takes longer than 20 seconds to serve the ball or toss a free ball the other team is awarded control of the ball and receives a point.
- Points: When the buzzer stops the total points for both teams are calculated
- Warmup/Practice: 2 minutes before the first game (clock will be on the center table)
- Service: Maximum allowed opportunity is 2 then the team transitions to receiving free balls with a maximum opportunity of 3 additional chances. If the team misses a service or fails to convert a free ball the other team receives the point and control of the ball.
- Service toss: A player is allowed only 1 toss.
- Service location: The server must stand behind the 10 -foot line at a minimum; however, this is situational
because the coaches should use their discretion to back the server up according to their individual abilities.
- Free ball toss: Coaches' discretion to challenge the team, the intent is fun and development.
- Music: Teams are encouraged to communicate their favorite songs.


## ADDITIONAL RULES:

- Two-point ball: one opportunity per game for a coach to request a different colored ball for a chance to score

2 points; however, if the team fails to convert the other team is awarded two points.

- A player is only allowed two maximum opportunities to serve a two-point ball.
- A replay is permissible for a two-point ball and replays at the two-point level.
- Replay: one opportunity per game for a coach to request a redo
- All gameplay is acceptable to replay.
- Option: one extra chance to use a Two-point ball or Replay.
- A coach cannot use an Option to replay after a replay. Essentially, you cannot redo twice in a row.


## CODE OF CONDUCT:

- Player: All players are expected to have fun and compete while showcasing respect for everyone. There is no tolerance for bullying or unsportsmanlike behaviors. Any occurrences will be immediately reviewed.
- Parent: positive cheering for all kids. Negativity is unacceptable.

TOURNAMENT: Overall points winner, category winners, each team will achieve something.

