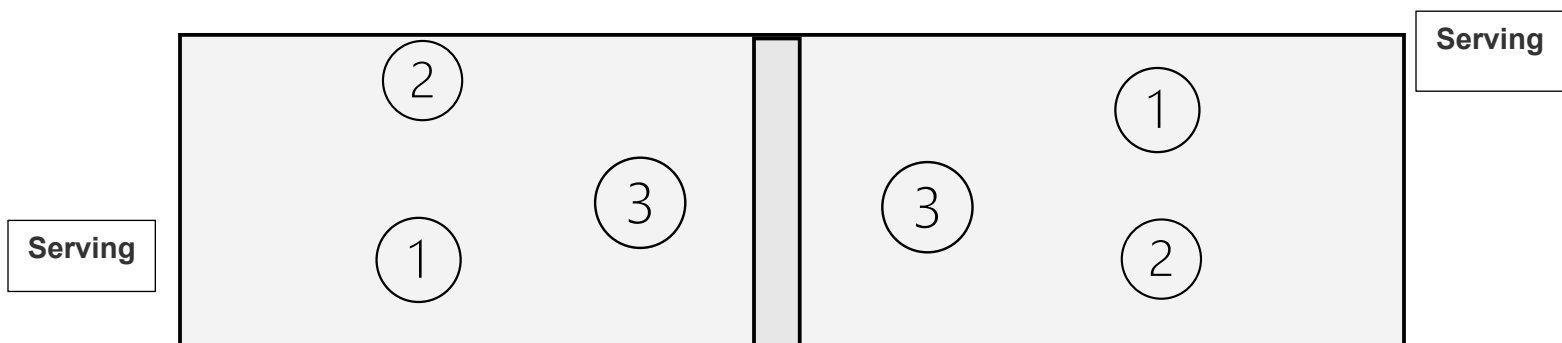


## Beach 12U Tripleball



*Order of serving rotation is 1 – 2 -3 – 1...*

*This format will be evaluated after the tournament and take into account feedback from participants*

**Serving and Right side position:1, Left side position: 2, Setter position: 3**

### **Sequence 1**

Ball 1 :Team A Serve (player 1)

Ball 2: Free Ball to Team B (player 1 on Rightside)

Ball 3: Free Ball to Team B (player 2 on Leftside)

### **Sequence 2 / Team B rotate (player 3 becomes server)**

Ball 1: Team B Serve (player 1)

Ball 2: Free Ball to Team A (player 1 on Rightside)

Ball 3: Free Ball to Team A (player 2 on Leftside)

### **Sequence 3 / Team A rotate (player 3 becomes server)**

Ball 1: Team A Serve (player 2)

Ball 2: Free Ball to Team B (player 1 on Rightside)

Ball 3: Free Ball to Team B (player 2 on Leftside)

### **Sequence 4 / Team B rotate (player 3 becomes server)**

Ball 1: Team B Serve (player 2)

Ball 2: Free Ball to Team A (player 1 on Rightside)

Ball 3: Free Ball to Team A (player 2 on Leftside)

### **Sequence 5 / Team A rotate (player 3 becomes server)**

Ball 1: Team A Serve (player 3)

Ball 2: Free Ball to Team B (player 1 on Rightside)

Ball 3: Free Ball to Team B (player 2 on Leftside)

### **Sequence 6 / Team B rotate (player 3 becomes server)**

Ball 1: Team B Serve (player 3)

Ball 2: Free Ball to Team A (player 1 on Rightside)

Ball 3: Free Ball to Team A (player 2 on Leftside)

This format allows all athletes to sideout from both leftside and rightside as well as become the setter in position 3. This format also follows the following Volleyball Canada developmental rule:

**“For VC 15U and younger competitions. After a team loses service, the last player to serve for that team, at the moment of service by the opposing team, must be positioned closer to the right sideline than their teammate. This requirement must be followed until that team regains the right to serve.”**

Teams that are not playing will be the shagging and score keeping team. The tosser will only toss to the team they are affiliated with. Any tosses dramatically effected by wind will be ruled a re-toss up to 2.

There will be 6 balls per court that should allow the sequences/games to go fairly quickly and get the young athletes to play best of three matches.

Teams will get a technical timeout at 24 points rather than 21 to keep in line with the number of balls in the sequences.

Tossers may provide input to their teams to assist with the flow of the game, but we ask that technical feedback is kept to a minimum. Tossers please refrain from providing input on rules and how points should be awarded. Any rule related concerns should be brought to the tournament staff and referees by athletes.

**All teams will be Co-Ed with any combination of gender. Sets 1 & 2 will be played to 28 with teams switching every 12 points (4 sequences)! Set 3 if necessary, will be played to 15 points with teams switching every 12 points.**