Old Dominion Region Tournament

16 GIRLS 1/24/2026

RVC BYRDHILL

2921 BYRDHIILL RD, HENRICO, VA 23228

Miles Court # TD CYNTHIA ORENDAY

Team #		Team	Team Code	Won	Lost	Finish
1	87	LAKE COUNTRY STORM 16U	G16LAKEC1OD	6	2	2
2	108	ECVC 16 WHITE	G16ECVOL3OD	6	2	1
3	127	VALLEY JUNIORS 16 JT	G16VJVBC3OD	0	8	3

Time	Playing Teams	Works		Set 1	Set 2
9:00 am	Team 1 versus Team 2	Team 3	S	25/17	15/25
10:00 am	Team 2 versus Team 3	Team 1	C	25/17	25/7
ASAP	Team 1 versus Team 3	Team 2	O	25/18	25/15
	30 Minute Lunch Break		R	Break	
ASAP	Team 1 versus Team 2	Team 3	E	25/20	20/25
ASAP	Team 2 versus Team 3	Team 1	S	25/10	25/16
ASAP	Team 1 versus Team 3	Team 2		25/6	25/13

Tournament Format

All pool matches are two 25-point sets starting with the score 2 – 2 with no cap. The first two matches of the pool shall start according to the schedule. After that, each match shall begin 10 minutes following the previous match.

Service Tossing Error

For Old Dominion Region sanctioned competition for 14-and-younger age divisions, one service tossing error per service attempt will be allowed. If the server tosses or releases the ball, and the ball lands without touching the player, it is considered a service tossing error and a reserve will be awarded.

Playoffs

There are no playoffs. In the event of a tie the following procedure will be used.

Tie Breaking Procedures

Ties for first place

Two way ties will be settled using the following criteria:

1. Head to head competition between the tied teams.
2. If still tied, point differential between the tied teams.
3. If still tied, coin flip.

Three way ties will be settled using the following criteria:

Teams will be ranked according to the point differential between the tied teams.

Warm - Ups

Warm-ups for all matches shall be two minutes of shared ball handling, followed by four minutes of solo court time for the serving team, followed by four minutes of solo court time for the receiving team. (2-4-4). There will be no shared hitting.

NOTE: The ten minute interval between matches (2-4-4) starts when the R1 from the previous match blows the last whistle of the match and gives the end of match signal. Work teams are responsible for starting the next match on time not later than 10 minutes after the last whistle of the previous match. If a delay occurs and the captains' meeting ends past the allotted two minutes, the serving team's four minutes begins immediately.

Work Teams for Pool Play

A team's work assignment must be taken seriously. Each work team shall provide one certified First Referee, one certified Second Referee, one certified Scorer, two certified Line Judges, a Libero Tracker to control the Libero, and a Scoreboard operator to operate a visual scoring device. A team's coach must be present courtside at all times during a team's work assignment. That coach should be stationed at the scorer's table or behind the first referee. The work team coach is requested to check the scoresheet for errors and any missing or incomplete information.

Missed Officiating Duties

A team's failure to have a complete officiating crew (including the coach) available, on time, for a match officiating assignment could result in the team having to forfeit the first set of its next match. For every minute an officiating team is late to fulfill its work assignment, one point shall be awarded to that team's next opponent for the first set of the next match - up to a maximum of 25 points. No more than 25 points shall be awarded to the team's next opponent even if the team designated to officiate misses the entire match.

The clock begins to run four minutes prior to the scheduled or adjusted match start time.