Round Robin #1 (Sept. 13) Tournament Packet

Round Robin Rules and Regulations:

Three 45-50 minute rounds

- Single Horn to Start Round at the top of the hour
    - Do your best to start on time! Games won't be extended if games start late.
- No point limit – play until the end of the round
- No Scheduled Halftime
    - Coaches can agree on a short halftime before the game after 20 minutes if subs are low numbers and teams need a water break.
    - Technically both coaches have to agree to this before the game. But be understanding if one coach requests a half time, especially if their numbers are looking low.
- One 60 second timeout per team per game.
    - If used, please keep these quick. We want to have more points for players.

Hard cap horn at 45 minutes

- Two Horns signals Hard Cap
- Hard cap: Finish current point. If it's tied, play one more to determine the winner. If not, the game is over.
    - "Current point" begins after the previous point finishes
    - I.e. Team A just scored. Both teams are walking to the line. Horn sounds. Still finish the "current" point, even though the pull has not taken place yet.

Rules/Items we want to stress below. More details HERE.

- **5v5 Play**
    - Though coaches can mutually agree to downsize to 4v4 if one or both teams are low on numbers and it makes sense to.

- **Pull-catching**
    - **Dropped pull is NOT a turnover.** Offense Freezes. Defense sets up as desired. Coaches can and are encouraged to yell "Freeze" or "Pause" to stop players and explain.

- **Spiking**
    - NOT a turnover if after score. The coach of the player should talk to said player afterwards though, as this is severely discouraged.

- **No Zone**
    - Help D on matchup/person D are allowed though.

- **Player Safety – Especially For Open B Division Teams:**
    - Please instruct your players/coaches that there may be a large size difference between some players, and that you
    - Both Larger and Smaller Players should be aware of this and proactively attempt to avoid dangerous collisions/situations.

- This is particularly relevant in the Open B division, where there are (large) 8th graders and (small) 6th graders that need to be cognizant of this discrepancy, to minimize injury risk.

Coaching Roles Reminders: More Details HERE

- **Coaches should check in with each other BEFORE each game** to make sure they're on the same page.
  - Coaches should have already taught basic game rules
  - Encourage players to make their own calls
  - Players can always ask for rule clarification from coaches
  - Coaches SHOULD facilitate discussion/rules if asked.
  - Any longer discussion should involve a coach from BOTH teams
  - Coaches are able to interject without a player asking them (but not make a call) IF they are doing so actively against their own team.

- **Spirit Circles are encouraged after games and high fives.** But if a team doesn't want to participate, that's ok. Coaches SHOULD be part of spirit circles to help facilitate and model comments.

BOTH teams should report scores and spirit scores from each game of the round robin HERE.

Games and Schedule:

Girls: 9:00am-12:00pm // Open A: 9:00am-12:00pm // Open B 1:00pm-4:00pm
The teams/pools worked out nicely so there are no byes and everyone gets three games.

This year we're hosting **a quick 5-10 minute coaches/managers meeting** before first game play. Please have at least one coach/manager per program attend each meeting at the tournament main tent.

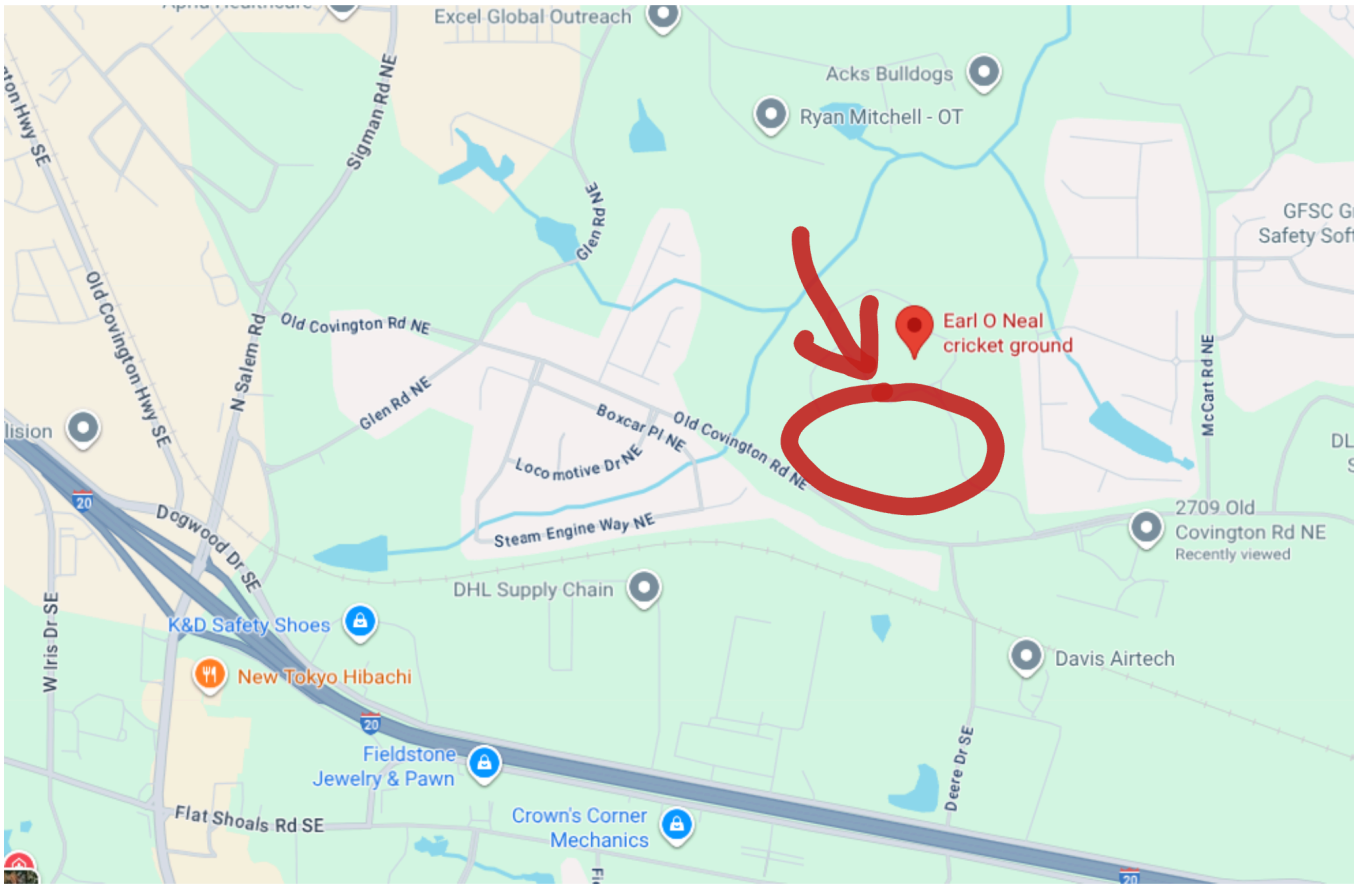
Girls and Open A Meeting: 8:45am // Open B Meeting: 12:45pm

Time	Field 1	Field 2	Field 3	Field 4	Field 5	Field 6
9:00 AM	Henderson X v. Howard	Druid Hills v. Waldorf	Henderson Y v. Decatur	Howard A1 v. Druid Hills A	Friends A v. Decatur A	Henderson A v. Howard A2
10:00 AM	Henderson X. v. Druid Hills	Howard v. Henderson Y	Decatur v. Waldorf	Howard A1 v. Friends A	Druid Hills A v. Howard A2	Henderson A v. Decatur A
11:00 AM	Druid Hills v. Howard	Henderson X. v. Decatur	Waldorf v. Henderson Y	Druid Hills A v. Friends A	Howard A1 v. Henderson A	Decatur A v. Howard A2
12:00 PM	Break	Break	Break	Break	Break	Break
1:00 PM	Wesley B v. Druid Hills B	Howard B1 v. Decatur B1	Empty	Waldorf B v. Henderson B	Howard B2 v. Decatur B2	Empty
2:00 PM	Wesley B v. Decatur B1	Howard B1. v. Druid Hills B	Empty	Waldorf B v. Decatur B2	Howard B2 v. Henderson B	Empty
3:00 PM	Wesley B vs. Howard B1	Druid Hills B v. Decatur B1	Empty	Waldorf B v. Howard B2	Decatur B2 v. Henderson B	Empty

Location:

Earl O'Neal Sports Complex (Cricket Ground)
2709 Old Covington Rd NE, Conyers, GA 30013

(For those who haven't been before, the field site is on the North side of Old Covington Road. You will turn left into the complex as you are coming from Atlanta. It is across the street from the address provided above, as Google Maps will take you to the south side of the road. You can google map Earl O'Neal Cricket Ground for the correct location. See Red Arrow below.)



Projected Field Map:



Trainer:

There will be a trainer on site during the tournament. Please utilize him if anything questionable comes up on the injury front. Better safe than sorry.

Weather Policy:

If there is lightning within a 10 mile radius we need to immediately pack our belongings and go to our cars. We can resume play 30 minutes after the last strike of lightning is within a 10 mile radius.

- Three horns signals our inclement weather policy.
- Updates will be communicated by EMAIL if needed.

Water:

I'm told there will be access to a hose/water at the fields. We'll have ice and a few jugs. However, there have been times in the past where this field site has not followed through with water access – so please encourage your parents/players to bring enough water to the fields (at least a few liters per player!) so they are properly hydrated in any case.