## **Team Ontario Slo-Pitch Fundrasier Tournament**

**Schedule:** The schedule for the tournament will be out soon! First games will start at 2:00PM, and the final playoff game will start around 6:30PM LATEST. Games will be played 30 minutes on, 30 minutes off. Each team is guaranteed 3 pool play games, and one play off game.

**Score Reporting:** Each court will have a small white board. Please use this white board to record the scores for each team! Please make sure you write BOTH team names and the scores for each team. A Host will come and gather the scores for each team!

## **Tournament Rules**

#### Co-Ed 4s

- 2:2 ratio = minimum of two of each other gender on the court at all time
- Male/female (2:2)
- Volleying over the net is allowed but hips and shoulders must be facing where the ball goes. Square shoulders to target!
- No open hand tips. Pokey's are allowed!
- Rotate however you want! Serve order must stay consistent.
- You can back set on second contact.
- Hands/volleying is allowed on defense and free balls.
- Hands/volleying is not allowed on serve receive.
- You do not need to rotate after 5 continuous serves.

### Co-Ed 6s

- 4:2 ratio = minimum of two of the other gender on the court at all times.
- Male/female (4:2).
- Any type of volleyball contact is allowed on first contact.
- Open hand tips are allowed.
- Rotate clockwise. The person who is in the right back is the server.
- You will rotate after 5 continuous serves from one person.
- To encourage rallies, we will not be calling doubles.

# Game Play for Both Co-Ed 4s and 6s

- Games will be played to 25 points, with each game being 30 minutes.
- Side switches are only required at the end of every set.
- If the score is tied at the end of your allotted time, play one more point.
- If the ball hits the walls, netting or beams it is out of play.
- There are no back or front row
- Block counts as a touch. You will have two additional contacts to get the ball over the net after a block. You can play your own block as the second touch.