



Winter 2021

**TO:** Winter League Director and Team Managers

**FR:** MSF Offices  
Perry Coonce

**RE: State Tournament Packet/Schedule**

Attached is a tournament packet for teams participating in MSF State Tournament play.

Per previous memo the state tournament schedule will be posted on the MSF website no later than 5-7 days prior to the tournament.

Managers should continue to check the tournament schedule through Friday noon before state tournament play commences for changes made due to forfeits and/or inadvertent errors on the schedule.

Thank you for your participation in MSF programs and GOOD LUCK!

Sincerely,

A handwritten signature in cursive script that reads 'Perry'.

Perry Coonce  
Executive Director

Attachments





MINNESOTA  
SPORTS FEDERATION  
CORPORATE PARTNERS



AFFILIATED WITH

USA Broomball  
National Softball Federation

Dear Team Manager:

Congratulations on qualifying for the **2021 WOMEN'S VOLLEYBALL STATE CHAMPIONSHIPS** to be held in the city of **HUTCHINSON** on **SATURDAY, MARCH 20**. Enclosed please find the site map, tournament rules and other pertinent information. Please carefully review the information to avoid any misfortune which may disqualify your team from competition.

**Leagues or teams receiving notice of a forfeit in State Tournaments should verify the authenticity of the forfeit with MSF Offices.**

All team managers must report to the tournament headquarters located at **HUTCHINSON REC CENTER** one-half hour prior to their first scheduled contest. At this time your "official tournament roster" will be checked. Teams without a properly completed roster will not be permitted to play. Teams found to have ineligible players will be immediately disqualified from competition.

Please note admission fees may be charged to fans (excluding players).

**Teams are asked to support the tournament host by purchasing their food and beverages at the concession stands, if available. Coolers or lunches may not be brought into the facilities.**

State Tournament Personnel include:

The Host Representative is:

**Raquel Bushman** [rbushman@ci.hutchinson.mn.us](mailto:rbushman@ci.hutchinson.mn.us) (320) 587-2975

The Tournament Manager is:

**John McRaith** [jmcraith@ci.hutchinson.mn.us](mailto:jmcraith@ci.hutchinson.mn.us) (320) 587-2975

The Supervisor of Officials is:

**Tony Perez** [tonyperezmn@gmail.com](mailto:tonyperezmn@gmail.com) (651) 367-4493

If any pre-tournament questions arise, please contact:

**Perry Coonce** [perry@msf1.org](mailto:perry@msf1.org) (651) 451-3140

As a guest of the host community, it is asked that your team conduct itself in a responsible manner during their entire stay in the host city. Your observance of any specials rules that the host has established will assure the tournament's success. As you know, without willing hosts we would have not have postseason competition for the sports enthusiasts in the state of Minnesota. With your assistance, we can all be assured that our sports program will continue to grow and benefit thousands of participants each year.

**In closing, it is the MSF's desire that your team performs to the best of their ability and enjoys the opportunity to participate against teams of their own caliber.**

Minnesota Sports Federation  
118 12th Ave. N. • South St. Paul, MN 55075











# Calm Down Covid Best Practices








## PRIOR TO THE EVENT

Eat well, sleep well, wash your hands, wear your mask and get tested if you have symptoms.




## DURING THE EVENT

-  Do not come to venue if you are feeling ill, have a temperature or have been recently exposed to the virus.
-  Bring your own disinfectant/paper towels and/or disinfectant wipes.
-  Wear a mask when entering the facility and at all times when indoors, including when you are playing, coaching or spectating.
-  Arrive no more than 15 minutes prior to your playing time and remain outdoors until the teams that were playing on your court have left the court or facility. See on-line schedule and use a scout (fan or coach) to observe the court you will be playing on and summon your team, when it's all clear.
-  Wash your hands with disinfecting soap often.
-  Do not remove your mask while indoors.
-  Socially distance six feet apart when not on the playing court and during play remain 12' away from the fans.
-  Clean up and disinfect your team bench area after concluding play. Place trash in receptacles or take it with you.

## **IN GAME PROTOCOL**

-  One representative from each team for coin toss (may be a coach or player). Remain six feet apart and do not shake hands, fist or elbow bump.
-  Players and coaches shall "space out" on the team bench.
-  Subs shall "space out" in the sub zone.
-  Teams shall not switch sides after each game.
-  No shaking hands, fist or elbow bumping allowed during or after the game. Remain six feet apart and 12' from fans.

## **AFTER THE GAME**

-  Unless playing back to back on same court or another court in the same facility, immediately following your game, players, coaches and fans should exit the building.
-  When purchasing t-shirts/memorabilia before or after your games, remain six feet apart and refrain from touching the garments.
-  Clean up any trash you generate in the parking lot and take it with you. Bring your own trash bags.

**Thank you for following the Pre, In and After game protocols. To help reduce the possibility of transmitting the Coronavirus or any variation thereof.**

**- THANK YOU -**



# Minnesota Sports Federation Covid Contact Tracing Form



List all fans/parents attending event on your team's behalf below

Team Name: \_\_\_\_\_ Age Division: \_\_\_\_\_

Coach's Name: \_\_\_\_\_ Community: \_\_\_\_\_



**If an outbreak occurs at the event you attended, the State of Minnesota or MSF will notify players, coaches and fans to watch for symptoms, get tested and self-quarantine, if necessary.**



# BULLETIN TO TEAM MANAGERS VOLLEYBALL STATE TOURNAMENT PLAY

## VERY IMPORTANT--PLEASE READ

### TEAM ELIGIBILITY & I.D.

All players participating in post season tournament play must have their current Minnesota or bordering state driver's license picture I.D., company picture I.D., Minnesota drivers permit or license revocation slip in their possession (at the team bench) for each game they play in. If a rostered player is under 16 years of age and does not have a driver's license, they must bring either a student picture I.D. or birth certificate. **No other form of I.D. will be accepted.** If a player has had a name change (i.e. marriage) they must also bring a copy of their marriage license. If a driver's license has been revoked, the player must have the state revocation/application slip. Players without the required I.D. **immediately** available will be withheld from competition until they secure it and present it to the tournament manager.

Players not possessing proper identification at MSF post season tournaments must post a \$100.00 cash identification bond, pose for a picture and sign a statement of identification in order for their team to continue to play. The individual player is ineligible to continue until they provide required proof of identification. Upon proof of their identification, either at the tournament site or at MSF offices, the \$100.00 bond will be returned. Failure to pay the cash bond, pose for a picture and sign the I.D. statement will disqualify the player **and** the team from the game, tournament and advancement to further competition.

**Please contact MSF offices at least three days prior to the tournament if you have a potential problem with required I.D.'s.**

### MASTERS DIVISION

Players participating in the masters division must be 35-Men, 32-Women or over as of December 31st of the current year. Teams can be composed of players anywhere in the state as long as these players reside or work within the state boundaries.

Players participating in the **masters** division must verify their age by showing one of the following documents during **random eligibility checks** at the masters state tournament:

- a) Birth Certificate                      b) Minnesota Driver's License    c) Baptismal Certificate
- d) Military Separation Papers        e) Hospital Certificate of Birth

**TEAMS WILL BE  
CHECKED AT RANDOM  
BE PREPARED!!**



# 2021 Minnesota Sports Federation

## Adult Volleyball Rules

### Points of Emphasis



#### **ALL PLAY SHALL BE GOVERNED BY THE NATIONAL FEDERATION OF STATE HIGH SCHOOL ASSOCIATION/MSF RULES WITH THE FOLLOWING POINTS OF EMPHASIS/MODIFICATIONS:**

1. The top two teams in each five, six or seven team pool advance to the double letter final with the 3rd & 4th advancing to the single letter final. The fifth, sixth and seventh place team does not advance. The top two teams in each four team pool advance to the double letter final with the third and fourth place team advancing to the single letter final, if present. **Note: the MSF reserves the right to modify the bracket structure depending on the number of entries received.**
2. Pre-scheduled four team pools play three, three game sets with each game to 21 with a 23 point cap. **Exception:** In four team pools where all four teams advance teams play two game sets to 25 with a 27 point cap. Pre-scheduled five team pools play four two game sets with each game to 25 with 27 point cap. Pre-scheduled six team pools play five two game sets with each game to 20 with 22 point cap. Pre-scheduled seven team pools play two, two game sets to 17 points each, 19 point cap. Championships series in each division will be played on best 2 of 3 basis with 27 point cap; the third game if nec, will be played to 15 pts, 17 point cap. Caps are waived in championship matches.
3. A ten minute grace period shall be allowed on a team's first scheduled game in pool play only before a forfeit/tournament disqualification is declared. (**Note:** If a team has five legal players at game time of their first scheduled game a grace period is not allowed; the game shall begin.)
4. Game balls are supplied by the teams. Each team shall supply one properly inflated official game volleyball in good playing condition for each game they play. If a Tachikara, Baden, Mikasa, Spalding, Molten, Mizuno or Wilson volleyball is available it shall be used. If two teams can not mutually agree on an official game ball and the referee determines both balls meet requirements a coin toss shall determine the game ball.
5. All teams must supply and wear jerseys with at least a 4" number (6" high is recommended) on either the front or the back of the jersey (number on front is recommended). Numbers on shorts or sleeves do not meet this requirement. Tape numbers are not acceptable. Shirt bodies must be the same color. Illegally uniformed player(s) shall be withheld from competition by their team until they become legal. If a player(s) violate this rule by entering the game prior to becoming legal they shall be disqualified from that game. (**Note:** In Co-Rec play men and women may wear jerseys of contrasting style and color, provided all (men's) and all (women's) jerseys are identical. (**Note:** In masters play reasonable exceptions to the jersey color rule will be allowed but all jerseys or sweatshirts must have a number.)
6. Headbands, sweatbands and bandanas are legal, but if any of these items fall off a player and lands on the floor, a point and serve shall be awarded.
7. Line judges will not be used. If necessary, honor calls are expected.
8. Charged time-outs shall not exceed 45 seconds and each team is limited to two time-outs per game. A minimum of three minutes shall be allowed for pre-game warm-up and the "three minute clock" shall start immediately following conclusion of preceding pool/match play set on the court. The time between games of a match shall be two minutes, which begins immediately after the winning point has been scored.
9. A men's or women's team may start, continue or finish a game with 4 players. A co-rec team may start, continue or finish a game with 4 or 5 players provided there are an equal or greater number of women in the game. (See Co-Rec Modifications.) If a fifth or sixth player arrives or returns they may not enter or reenter until the next game. When a team uses five players, three players shall be considered front row and two back row. The open position shall always be considered the center back. When a team uses four players, two are considered front row and two back row. The open positions shall always be considered as the center front and center back. When serving, four or five player teams are not penalized for the missing fifth or sixth player in the rotation.

**-CONTINUED ON REVERSE-**

10. The serve may not be touched until the entire ball completely crosses the plane of the net.
11. Back row players may attempt to block provided they do not touch the ball and are not part of a composite block in which the ball is touched. (See co-rec exception)
12. A net foul occurs while the ball is in play and:
- A. A player contacts the net, including the antennas. It is not a foul when a player touches the net, ropes, cables, or the posts outside the antenna; or the force of a ball hit by an opponent pushes the net or net cables into the player. It is not a foul if a player's hair touches the net.
  - B. A player contacts the net antenna or net between the antennas during the action of playing the ball is a fault. The action of playing the ball includes (among others) take off, hand or arm extension, hit (or attempt) or landing.
13. Use of libero position is permitted if in a contrasting shirt.
14. Legal contact is a touch of the ball by a player's body above and including the foot.
15. A team is allowed a maximum of 10 substitutions per game. Starting the game is not considered a substitution.
16. The below rules apply to Class "C" men's, "C" women's and "C" co-rec play and a violation results in a point or side out.
- a. No quick set/hit (ones-twos) or shoot sets allowed. (A quick set is approximately one-two feet above the net right next to the setter. A shoot set travels quickly about 1-3 feet above net toward the antennas.)
  - b. No fake spikes.
  - c. No jump serves or jump sets.
  - d. No roundhouse top-spin serves.
  - e. No back row attack by back row players.
  - f. No more than one current and/or two former college players or any combination thereof.
- (Note: The official signal given by the referee for a Class C playing rules violation shall be the right or left hand palm down putting top of head).

In addition to the Class C Modifications and Procedures listed above the following modifications apply to Class D.

- a. No 6-0, 6-2 offense allowed.
  - b. No middle (attack) sets allowed.
  - c. Underhand serves are mandatory. (No sidearm serves)
  - d. No current or former college players allowed.
- Note:** The official signal for a Class C or D playing rule violation shall be the right or left hand, palm down patting top of head.
- 17. Co-Rec modifications:**
- a. Men and women shall be positioned alternately on the court. When an unequal number of men and women are in the line up, positions must alternate when possible.
  - b. Maximum of 12 substitutions per game are allowed.
  - c. When the ball is touched more than once by a player on a team, one of the contacts shall be made by a woman. (Blocking the ball is not considered a touch.)
  - d. One back court player (man or woman) may also block when there are less than two male players in the front row position.
  - e. At no time shall the number of men in the game exceed the number of women. (There must always be one man on the court).
  - f. Net height shall be 7' 11 5/8".
  - g. In co-rec play, it is permissible for the men and the women to wear contrasting shirt colors. (i.e. all men's shirts must be the same color and all women's shirts must be the same color.)
18. The tournament management reserves the right to switch officials during a two or three game set or match in an effort to keep the tournament running smoothly and on time. This is sometimes necessary due to a court which is running behind schedule. If possible, switches will be made **between** games of a set or match.
19. The tournament management reserves the right to switch a team's pool, prior to the start of pool play, to balance the number of teams in a pool(s).





# MINNESOTA SPORTS FEDERATION TOURNAMENT ROSTER INSTRUCTIONS FALL - WINTER

## PLEASE READ CAREFULLY

League directors shall forward state tournament roster (white copy) with the advancing team to post-season tournament play (team shall hand carry). **Important Note:** White copy must match identically the regular season roster (pink copy) which was previously submitted with the exception of:

- a. those players who are not eligible for post-season tournament play by virtue of their participation with another team (see MSF play-off rules) **SHALL HAVE A SINGLE LINE DRAWN THROUGH THEIR NAME BY THE LEAGUE DIRECTOR/TEAM MANAGER AND THE SPACE INITIALED BY THE LEAGUE DIRECTOR.**

All players' names must appear on the tournament roster and be accompanied by their signature. Players who participate without previously completing the signature block shall cause their team to be eliminated from competition. League directors may submit the regular season roster (pink copy) without players' signatures, but the white copy must contain all players' names and addresses. Rosters which are incomplete or not legible will be rejected and the team eliminated from competition.

League directors are responsible for reviewing the roster, crossing out the extra blank spaces and signing the post-season roster (white copy). League directors are also responsible for designating and circling the **"team number assigned"** on the **white** state tournament roster at the time the team advances to state tournament play. This number identifies the team number the team is advancing as from your community and corresponds to the number located on the tournament draw.

**Rosters must be verified and signed by the team manager and league director who registered the team and league and submitted regular season rosters.**

In order for the team manager to be eligible as a player, their name must also be listed and signed in the players section.

**Do not mail the tournament roster. Teams without "official tournament rosters" will not be permitted to participate.**

In addition to presenting one of the forms of picture I.D. listed below **players claiming eligibility through employment in Minnesota** shall be prepared to exhibit **one** of the following items:

### **Basketball \* Volleyball \* Broomball**

1. Previous year's W-2 tax statement.
2. One payroll receipt or check stub with player's and company's name indicating employment was held in either November or December of the current year. Check stub must reflect full-time employment.
3. Company I.D. badge dated with current year.

### **Touch Football**

1. Previous year's W-2 tax statement.
2. One payroll receipt or check stub with player's and company's name indicating employment was held in either July or August of the current year. Check stub must reflect full-time employment.
3. Company I.D. badge dated with the current year.

In addition to presenting one of the forms of picture I.D. listed below, **players claiming eligibility through residence in Minnesota** shall be prepared to exhibit **one** of the following items:

### **Basketball \* Volleyball \* Broomball**

1. Previous year's property tax statement.
2. One copy of rent receipt indicating occupancy was held in either November or December of the current year.
3. Notarized statement from landlord indicating occupancy was held in either November or December of the current year.

### **Touch Football**

1. Previous year's property tax statement.
2. One copy of rent receipt indicating occupancy was held in either July or August of the current year.
3. Notarized statement from landlord indicating occupancy was held in either July or August of the current year.

**Teams unable to prove eligible residence or employment address of each of their participating players upon the request of an MSF representative will be disqualified from tournament competition.**

**Players participating in the 30 & 35 and over division** must verify their age by showing one of the following documents **during random eligibility checks** at MSF post-season tournaments:

- |                                  |                               |
|----------------------------------|-------------------------------|
| 1. Birth Certificate             | 4. Military Separation Papers |
| 2. Hospital Certificate of Birth | 5. Minnesota Drivers License  |
| 3. Baptismal Certificate         |                               |

Age verification documents must be in possession of the team at all times for random eligibility checks. Submit copies as there is no guarantee of return.

Any team without a properly completed team roster (includes team manager and league director's signatures) or found to have an ineligible player(s) (i.e. a player who has illegally participated in two post-season tournaments in the same division of play, etc.) shall be immediately disqualified from competition.

All players participating in post-season tournament play must have their current Minnesota or bordering state driver's license picture I.D., military picture I.D., company picture I.D., college picture I.D., Minnesota drivers permit or license revocation slip in their possession (at the team bench) for each game they play in. If a rostered player is under 16 years of age and does not have a driver's license, they must bring either a student picture I.D. or birth certificate. **No other form of I.D. will be accepted.** If a player's last name is different on their license versus the roster due to a name change (i.e. marriage) they must also bring a copy of their marriage license. If a driver's license has been revoked, the player must have the state revocation/application slip. Teams will be checked at random during state tournament play. Teams found with player(s) not in possession of the required I.D. will be required to deposit a \$200.00 identification bond in order for the team to continue tournament play (teams with illegal players should immediately drop out of the tournament to mitigate harsher penalties). Teams who do not pay the \$200.00 deposit will not be allowed to continue in the tournament. In addition, **each** player(s) without required I.D. who testifies they are legal and the player listed on the scorecard/roster, may continue tournament participation by submitting a \$25.00 **non-refundable cash** (no checks) participation fee (this non-refundable **cash** fee will be divided equally between the state Junior Olympic program and Softball Hall of Fame). Players without the proper identification who do not pay the \$25.00 non-refundable fee will not be allowed to participate. In addition, the unidentified player(s) must pose for a photograph and sign a statement of identification in order for their team to continue play. Upon proof of each player(s) identification and legality, either at the site or at MSF offices, the \$200.00 bond will be returned. Failure to pay the \$200.00 cash bond, pose for a picture and sign the I.D. statement will disqualify the player and team from the game, tournament and advancement to further competition. Failure to exhibit proof of identification by the Wednesday after the tournament will cause the team to forfeit the \$200.00 bond.

- See Reverse For Tournament Rules and Regulations -



## MINNESOTA SPORTS FEDERATION TOURNAMENT RULES AND REGULATIONS ADULT BASKETBALL AND VOLLEYBALL

PLEASE READ CAREFULLY

THIS IS A BRIEF SYNOPSIS OF THE TOURNAMENT RULES AND REGULATIONS WHICH ARE FOUND IN THE FALL & WINTER SPORTS GUIDE AND SPORT SPECIFIC RULE BOOKS. TO AVOID MISFORTUNE PLEASE REVIEW THE ENTIRE SPORTS GUIDE PRIOR TO COMMENCING TOURNAMENT PLAY.

### ELIGIBILITY

Players/teams found in noncompliance of eligibility rules shall be immediately disqualified from competition.

### ROSTERS

The white copy of the previously completed MSF official team roster shall be hand carried to the tournament site. The white copy must identically match the previously submitted yellow copy, except for the two allowable pick-up players from a team in you local league and in the same class or lower as your team. Teams with unsigned or improperly completed rosters shall not be allowed to participate.

#### **\* ROSTER LIMIT \***

Basketball - 12    Volleyball - 12

### PLAYING RULES

All play shall be governed by the current Minnesota Sports Federation (MSF) and National Federation of State High School Association (NFSHSA) rules. Additional playing rules and modifications are listed in the applicable rule book.

### UNSPORTSMANLIKE CONDUCT

- 1) Any player, coach or manager ejected from a game for an unsportsmanlike act shall be prohibited from participating in any remaining contests in the tournament.
- 2) Players receiving two or more and teams receiving three or more unsportsmanlike fouls, unsportsmanlike technicals or misconduct penalties in an MSF tournament game shall be disqualified from the game **and tournament**.

### GAME EQUIPMENT HIGHLIGHTS (for complete rules see applicable rule book)

- 1) All game equipment shall be approved by the game officials and shall be in accordance with current Minnesota Sports Federation (MSF) and National Federation of State High School Association (NFSHSA) rules.
- 2) All teams must supply and wear jerseys which have a legible **non duplicate arabic numbers** and in which the shirt bodies are of identical color (**duplicate or tape numbers are not acceptable**). Teams with two sets of jerseys available are asked to bring both sets. **IMPORTANT NOTE: For basketball teams must supply and wear jerseys which have at least a 6" high non duplicate arabic number on either the front or back of the jersey. For volleyball, jerseys must have at least a 4" high number on either the front or back of the jersey.**

#### **\* VIOLATION \***

Illegally uniformed player(s) shall be withheld from competition by their team until they become legal. If a player(s) violates this rule by entering the game prior to becoming legal they shall be disqualified from that game.

- 3) Game balls shall be supplied by the participating teams. For specific ball requirements, please see applicable rule book.
- 4) Teams are responsible for providing their own first aid equipment.

### GAME OFFICIALS

All game officials will be assigned by the MSF. All officials will either be Minnesota Sports Federation (MSF) or Minnesota State High School League (MSHSL) registered.

### AWARDS

In accordance with the current MSF Fall & Winter Sports Guide, designated awards will be presented immediately following the championship game.

- See Reverse for Roster Instructions -



# MINNESOTA SPORTS FEDERATION

## ROUND ROBIN INFORMATION

1. Each team will play a two game set against the other three to seven teams in their pool. The # of points played in each game is designated on the tournament schedule.
2. If, due to a no show, a pool has only three teams, then each team will play a three game set against the other two teams in the pool. (If the no show occurs in the second two game set of the pool, the two teams that played in the first two game set shall play a third game after the last scheduled set of the respective pool).
3. Should a forfeit within a pool occur at any time, all points previously awarded to the current or previous opponent(s) of the forfeiting team shall be canceled. (A team which forfeits a game may not advance to the championship series and is eliminated from pool play.)
4. The top two-four teams in each three, four, five, six or seven team pool shall advance to the single elimination championship/consolation series. The championship and consolation series shall be played on a rally match basis with no time limits.
5. If a tie exists in won/loss record in pool play the below pool standings point system shall be the second criteria utilized to determine the top teams in each pool.
  - A. Three points shall be awarded for each two or three game set in the following manner:
    1. One point for each game victory.
    2. One point shall be awarded to the team which scored the most points in a two game set.
    3. Should a tie exist for the most points scored in a two game set, each team shall be awarded  $\frac{1}{2}$  point.

**NOTE:** No extra point for the most points scored is awarded when an odd number of games are played.
6. Complete pool play tie breaking procedures will be posted at the tournament site.



# Minnesota Sports Federation State Volleyball Tournament



Pool Standings Points will be awarded as follows:  
One (1) point for each win

One (1) point for the most points scored in the set

Exception: when an odd # of games are played in a set, an extra point for the most points scored is not awarded.

## Placing Teams in Bracket

Teams will be ranked out of pool play and into bracket play based on their win/loss record.

When a tie in win/loss records occurs the ranking will be determined by the tie breaking procedures listed below.

## Tie Breaker Procedures

### **\* Two (2) Team Breaker Procedure:**

A two (2) team tie in the win/loss record in pool play will be broken in the following manner:

1. Winner of head-to-head pool standings points total.  
If a still tied...
2. Highest pool standings points total between the two tied teams in all of pool play.  
If a still tied...
3. Best point differential between the two tied teams in all of pool play.  
If a still tied...
4. Fewest points allowed between the two tied teams allowed in all of pool play.  
If a still tied...
5. Most points scored between the two tied teams in all of pool play.  
If a still tied...
6. Coin flip.

### **\* Three (3) Team Tie Breaker Procedure:**

A three (3) team tie in the win/loss record in pool play will be broken in the following manner:

- (A) Highest pool standings points total between the three tied teams.  
~If this tie breaker sets one team apart and the remaining two teams are still tied refer back to the Two-Team-Tie Breaker #1-6 until tie is broken.  
If a three (3) team tie still exists advance to tie breaker (B).
- (B) Best point differential between the three tied teams.  
~If this tie breaker sets one team apart and the remaining two teams are still tied refer back to the Two-Team-Tie Breaker #1-6 until tie is broken.  
If a three (3) team tie still exists advance to tie breaker (C).
- (C) Fewest points allowed between the three tied teams.  
~If this tie breaker sets one team apart and the remaining two teams are still tied refer back to the Two-Team-Tie Breaker #1-6 until tie is broken.  
If a three (3) team tie still exists advance to tie breaker (D).
- (D) Highest pool standings points total in all of pool play.  
~If this tie breaker sets one team apart and the remaining two teams are still tied refer back to the Two-Team-Tie Breaker #1-6 until tie is broken.  
If a three (3) team tie still exists advance to tie breaker (E).
- (E) Best point differential in all of pool play.  
~If this tie breaker sets one team apart and the remaining two teams are still tied refer back to the Two-Team-Tie Breaker #1-6 until tie is broken.  
If a three (3) team tie still exists advance to tie breaker (F).
- (F) Fewest points allowed in all of pool play.  
~If this tie breaker sets one team apart and the remaining two teams are still tied refer back to the Two-Team-Tie Breaker #1-6 until tie is broken.  
If a three (3) team tie still exists advance to tie breaker (G).
- (G) Most points scored in all of pool play.  
~If this tie breaker sets one team apart and the remaining two teams are still tied refer back to the Two-Team-Tie Breaker #1-6 until tie is broken.

**IF A THREE (3) TEAM TIE STILL EXISTS, RANDOMLY DRAWN NUMBERS  
1, 2, AND 3 WILL DETERMINE THE SEEDING.**

**FORFEITS:** Should a forfeit occur within a pool at any time, the game results of the forfeiting team shall be cancelled. A team which forfeits a game may not advance to the championship series, however, the forfeiting team may play the remainder of their pool play schedule as exhibition games provided their opponents agree to play. Exhibition game results will not be included in the win/loss records or used in tie-breaker procedures.



**AmericInn Lodge & Suites** (swimming pool)

115 Hwy 7 East, Hutchinson.....(320) 587-5515

**Best Western Victorian Inn** (swimming pool)

1000 Hwy 7 West, Hutchinson...(320) 587-6030

**Super 8 Motel** (no swimming pool)

1200 Hwy 15 South, Hutchinson...(320) 587-9299

**Cobblestone** (swimming pool)

416 Prospect Street NE, Hutchinson...(320) 587-777  
(5 minutes North on Main Street to 4th Ave NE)

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**Super 8 Motel** (no swimming pool)

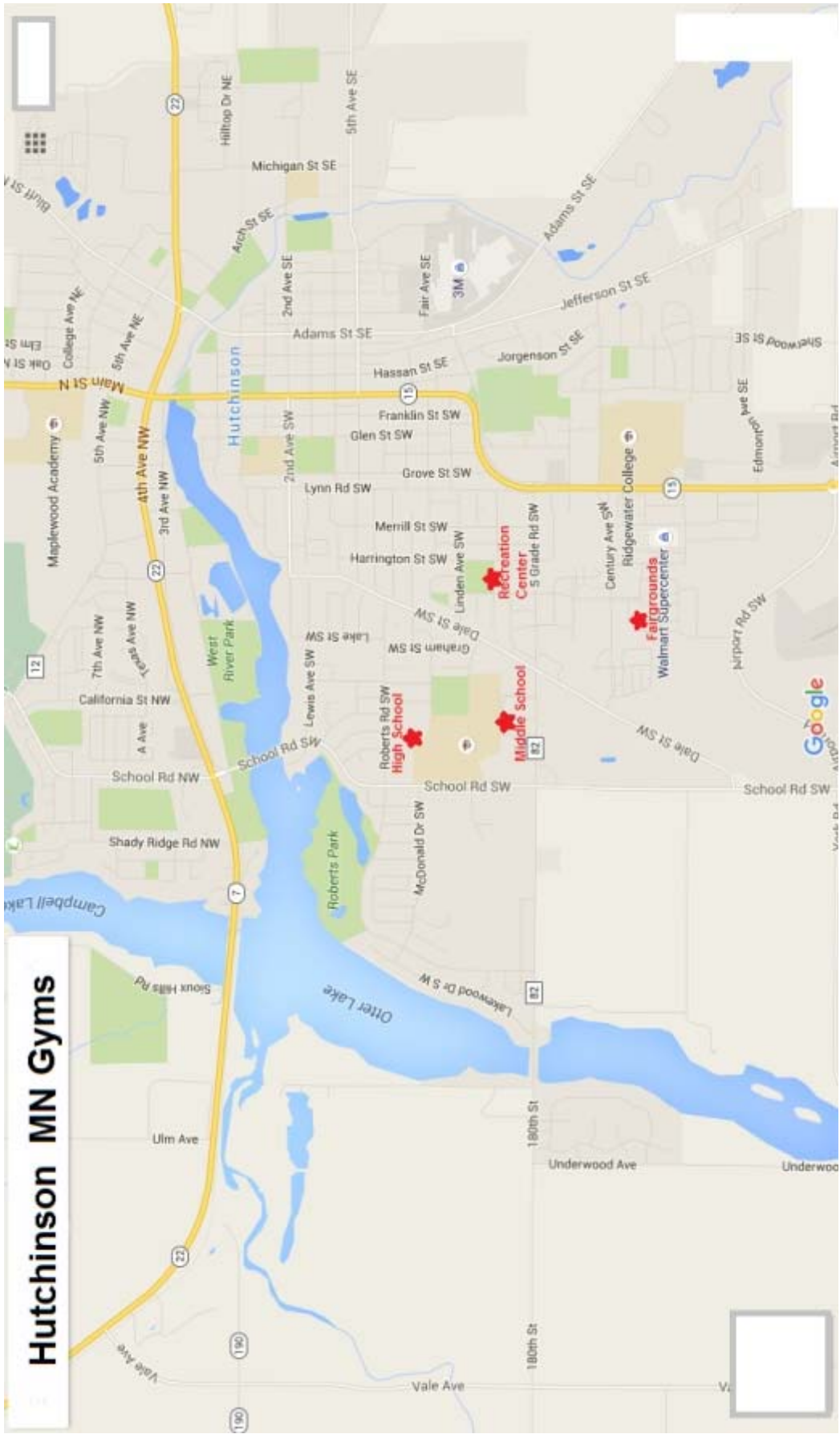
717 Morningside Drive, Glencoe...(320) 864-6191  
(20 minutes south of Hutchinson)

**AmericInn Lodge & Suites** (swimming pool)

1525 East Hwy 12, Litchfield....(320) 693-1600  
(20 minutes west of Hutchinson)

**AmericInn Lodge & Suites** (swimming pool)

36 Elm Street South, Waconia....(952) 442-8787  
(35 minutes east of Hutchinson)



# Hutchinson MN Gyms