



Winter 2023

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
Minnesota Youth
Basketball Association
National Softball Federation

Dear Team Manager:

Congratulations on qualifying for the **2023 CO-REC VOLLEYBALL STATE CHAMPIONSHIPS** to be held in the city of **BECKER** on **SATURDAY, APRIL 22**. 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 **BECKER FIELDHOUSE** 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:

Jason Baune jbaune@isd726.org (320) 333-2573

The Tournament Manager is:

Mick Stokes mrstokes@arvig.net (218) 371-7526

The Supervisor of Officials is:

Mick Stokes mrstokes@arvig.net (218) 371-7526

Tony Perez tonyperezmn@gmail.com

If any pre-tournament questions arise, please contact:

Perry Coonce 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.



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!!**



2023 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
2. Hospital Certificate of Birth
3. Baptismal Certificate
4. Military Separation Papers
5. Minnesota Drivers License

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:**

Atwo (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.



MINNESOTA SPORTS FEDERATION OFFICIAL TEAM ROSTER

Year _____

PRINT OR TYPE LEGIBLY--PRESS HARD YOU ARE MAKING THREE COPIES

Post Season Tournament Team #: 1 2 3 4 5 6 7 8 9 Other _____ (assigned and circled by league director)

Sports Community/School _____ League _____

Sport _____ Division _____ Class: A B C D
(touch football, basketball, broomball, volleyball or other) (circle one)

Team Name _____ Email Address _____

Team Manager/Coach _____ Cell Phone () _____

Address _____ City _____ State _____ Zip _____

PLAYER STATEMENT Each player shall read the following statements before signing the roster. I am a member in good standing of the above team and I am eligible under local sports community and MSF eligibility rules to compete with this team in local sports community and MSF tournament play. I understand that I may participate in only one MSF post-season tournament in the same division of play and my signature may appear on only one post-season tournament roster submitted at the tournament site in the same division of play. For the definition of "divisions of play" please see the applicable MSF Sports Guide. I agree to abide by the rules and regulations established for local sports community and MSF play.

DISCLAIMER: Unless we receive notice via staff@msf1.org to be removed from the member list, players may receive discount offers on sporting goods, travel, etc. from time to time from MSF sponsors who help subsidize the cost to participate in MSF programs. The MSF does not sell email or address lists for commercial purposes.

HOLD HARMLESS WAIVER OF LIABILITY: I, the undersigned player, acknowledge, agree and understand that: 1. Voluntarily and of my own free will, I elect to participate as a member of the team and sports community indicated above. 2. I understand that there are certain risks and hazards involved in participating that may result in injury or death to me or other players, including, but not limited to those hazards associated with weather conditions, playing conditions, equipment and other participants. 3. I understand that the very nature of participatory sports is hazardous and risky, including, but not limited to, swinging, running, jumping, stretching, sliding, diving, and collisions with other players and with stationary objects, all of which can cause serious injury or death to me and to other players. Further, I, the undersigned player, agree that in consideration for the right to play as a member of the team designated above and in consideration for permission to play on the playing areas arranged for by the team or league: 1. I voluntarily elect to accept and assume all risks of injury incurred or suffered by me (a) while practicing or playing as a member of the team so designated, (b) while serving in a non-playing capacity as a team member during practice or play by other teams or by both players on my team, and (c) while on or upon the premises of any and all of the facilities arranged for by my team or league for practice or play. 2. I release, discharge and agree not to sue the team and league/sports community designated above, the facility owner or other entity designated above, the National Softball Federation - Minnesota Sports Federation, or their owners, officers, agents, servants, associations, employees, or any person or entity connected with the team, league, playing area or National Softball Federation - Minnesota Sports Federation for any claim, damages, costs or cause of action which I have or may in the future have as a result of injuries or damages sustained or incurred by me from whatever cause including but not limited to the negligence, breach of contract or wrongful conduct of the parties hereby released.

*** TEAM MANAGER/COACH CHECKLIST FOR TOURNAMENT PLAY ***

- Signatures of all players or parent/guardian if under 18 must be on this official tournament roster.
- All players must be prepared to prove eligibility/I.D. upon request of tournament manager.

All of the above requirements must be met at team check-in and throughout tournament play.

DIVISION CODE BOX

MTFB	- Men's Touch Football	MVB	- Men's Volleyball
MBK	- Men's Basketball	WVB	- Women's Volleyball
MBB	- Men's Broomball	CRVB	- Co-Rec Volleyball
WBB	- Women's Broomball	VB35	- Men's Masters (35 & Over Volleyball)
CRBB	- Co-Rec Broomball	VB32	- Women's Masters (32 & Over Volleyball)

PRINT OR TYPE NAME	PLAYER'S SIGNATURE <small>(If 18 or over, otherwise parent's signature)</small>	RESIDENCE ADDRESS	CITY	STATE	ZIP	EMAIL ADDRESS	BIRTHDATE		
							M	D	Y
1.									
2.									
3.									
4.									
5.									
6.									
7.									
8.									
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19.									
20.									

Statement of Team Manager/Coach and League Director (if qualifying by league): We hereby verify that each player appearing on this MSF tournament roster qualifies under the eligibility rules outlined in the MSF program guide. We understand that a violation of MSF eligibility rules even if inadvertent, will result in the automatic disqualification of the team and may result in the probation and/or suspension of our sports community from future MSF participation.

See applicable sports guide for maximum number of players allowed on your roster and deadline for submission

Team Manager's/Coach's Signature _____

Make a copy of roster to hand carry to State Tournament site

League Director's Signature if qualifying via league play _____

LEAGUE DIRECTOR

★ ROSTER INSTRUCTIONS ★

1. All MSF member sports communities/leagues/teams are required to submit regular season team rosters. Sports communities not submitting official rosters for each team participating in a member league will not be eligible to send teams to MSF post-season tournament play.
2. **All Entries** on the official roster must be printed in a legible manner
3. Local league directors shall establish local roster deadlines a minimum of one week in advance of MSF roster deadlines to assure compliance with the below specified date.

★ MSF ROSTER LIMITS AND DEADLINES ★

Sport	Roster Limit	Roster Deadline
Touch Football	20	October 5*
Basketball	12	February 15*
Men's Broomball	17	January 15*
Women's Broomball	16	None—(submit at tournament site)
Co-Rec Broomball	14	None—(submit at tournament site)
Volleyball	12	February 25*

Teams not meeting the above deadline will not be eligible for postseason play.

4. League Directors may submit the regular season roster (yellow copy) without signatures, but the roster **MUST** contain all players' names and addresses.
5. League Directors shall retain the white and pink copy for their file and submit all regular season rosters (pink copy) directly to Minnesota Sports Federation offices postmarked by the specified date. Late rosters will not be accepted and teams will not be eligible for postseason play.

SEND REGULAR SEASON ROSTERS TO:

MSF Rosters
118 12th Ave N.
South St. Paul, MN 55075

6. League directors shall give postseason tournament roster (white copy) to teams advance to postseason play (**team shall hand carry**).

IMPORTANT NOTE: White copy must match identically the regular season rosters (yellow copy) previously submitted with the exception of:

THOSE PLAYERS WHO ARE NOT ELIGIBLE FOR POSTSEASON PLAY BY VIRTUE OF THEIR PARTICIPATION WITH ANOTHER TEAM (SEE MSF POSTSEASON TOURNAMENT RULES) SHALL HAVE A SINGLE LINE DRAWN THROUGH THEIR NAME BY THEIR LEAGUE DIRECTOR/TEAM MANAGER AND THE SPACE INITIALED BY THE LEAGUE DIRECTOR.

7. League Directors are responsible for designating and circling the "**team number assigned**" on the **white** postseason tournament roster at the time the team advances to postseason 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. League Director is also responsible for reviewing the roster, crossing out the extra blank spaces and signing the postseason roster (white copy).
8. Questions regarding the official roster form should be directed to Sports Federation offices.

Thank you.

★ IMPORTANT NOTE ★

Postseason tournament roster (white copy) must identically match regular season rosters (yellow copy previously submitted) and will be checked at the postseason tournament site. Teams guilty of roster violations shall be disqualified from tournament play.

**BECKER
HOTEL INFORMATION
2023**

HOTELS

Becker Inn and Suites

13804 1st St, Becker, MN 55308

www.beckerinn.com

763-262-8880

GrandStay Hotel and Suites Becker

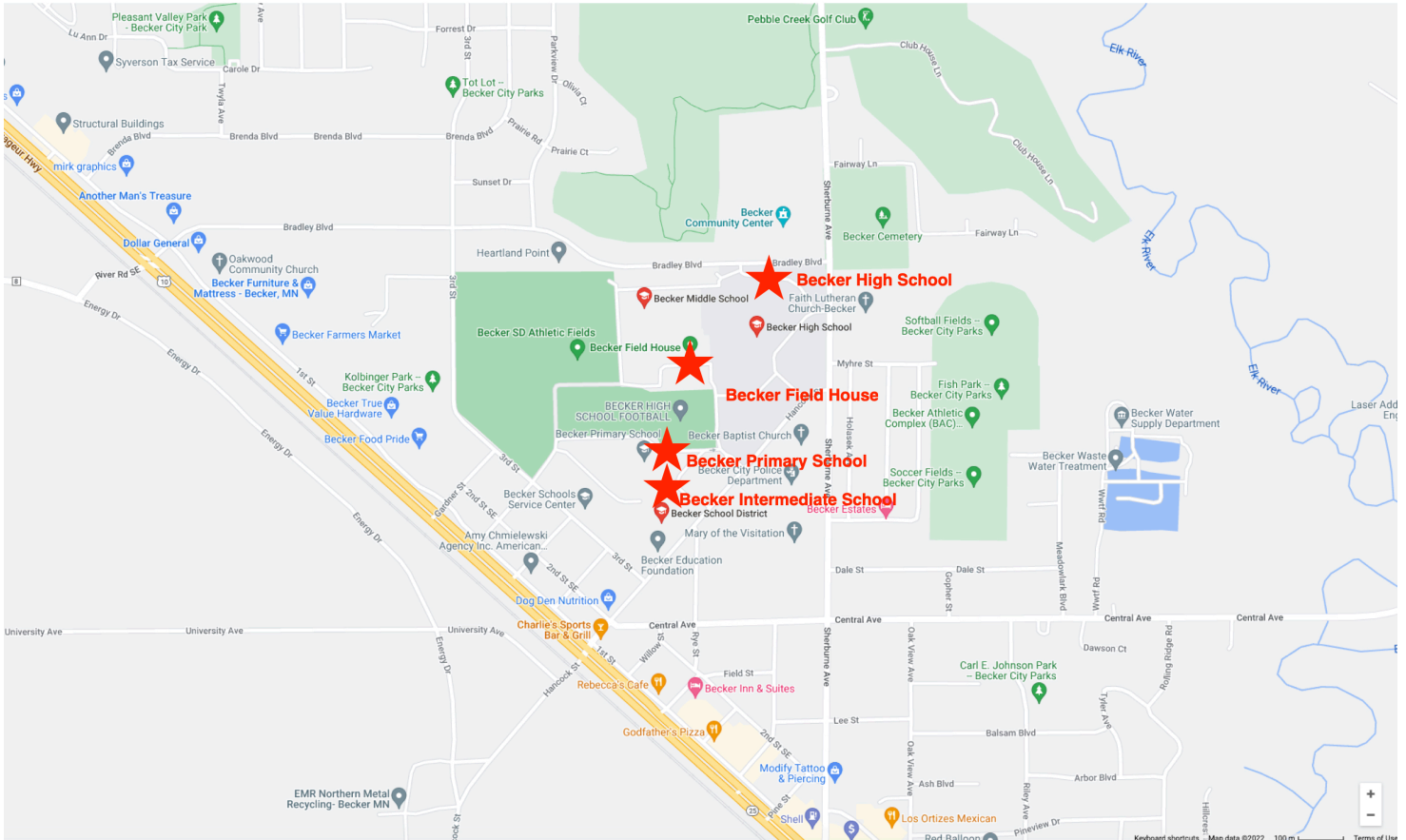
14435 Bank St, Becker, MN 55308

www.grandstayhospitality.com

763-262-7700



Minnesota Girls Volleyball Association Minnesota Sports Federation



Becker Field House

13725 Bradley Blvd, Becker, MN 55308

Becker High School

13725 Bradley Blvd, Becker, MN 55308

Becker Intermediate School

12100 Hancock St, Becker, MN 55308

Becker Primary School

12050 Hancock St, Becker, MN 55308

Becker High School
(Field House attached)
1200 Hancock St.



Hancock St

HWY 23

To St. Cloud

HWY 10

CO RD 11

Big Lake

HWY 25

I 94

Monticello

HWY 101

Elk River

HWY 169

HWY 10

HWY 101

Becker Primary School
12050 Hancock Street

Becker Intermediate School
12100 Hancock Street

Rogers

To Anoka



City of Becker