



MLK SHORELINE SHOWCASE 2025

TOURNAMENT INFORMATION GUIDE

Tournament Staff:

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<i>*Lindsey Balcom - Rosters/Administration</i>	<i>Lindsey@insideoutvolleyball.org</i>
<i>*Ray Bauer– Head of Officials/ Assigner</i>	<i>raybabyref@gmail.com</i>

AAU Partnership:

MLK Shoreline Showcase is sanctioned by AAU Volleyball nationally and Michigan Junior Volleyball Association locally. All participants including coaches must be current AAU Members.

Facility/Food Rules:

1. The safety of every player and spectator is a high priority and steps by our security personnel to ensure this safety will be taken. We ask that all parents/spectators limit the bags you are carrying in to a small personal size bag. Be aware that if anything looks suspicious or fairly large you will be subject to searches by our security team. Anyone refusing a search will not be admitted into the facility.
2. Facilities will open 1 hour prior to the start of the first match.
3. In an effort to cut down on janitorial costs at many of the facilities and to limit the amount of waste from excessive amounts of food being brought to tournaments we have adopted the following food rules:
 - a. No Team Tables (You may not bring in your own table).
 - b. No Coolers
 - c. Players may bring food for themselves within their duffle bag. Water/Sports Drinks are permitted to be brought into the facility in their bag.
 - d. No food or beverage of any kind (other than water) is allowed in the playing areas.
4. Balls will not be provided for warm-ups. Ball handling is to be done only on the playing courts. No pepper in the hallways.
5. Clean up your team's bench area when you leave. Please respect these facilities so we may continue to use them in the future.
6. Spectators-
 - **All ticket sales will be online through SPORTWRENCH**
 - o Ages 6 & under are free
 - o Adults - \$10 per day or \$16 for a 2-day pass
 - o Students/Seniors - \$7 per day or \$10 for a 2-day pass

Match and Forfeit Times:

Matches will begin 10 minutes from the conclusion of the preceding match. Warm-ups may not begin more than 25 minutes ahead of the scheduled match time unless agreed upon by both teams. Wave start times will not be moved up. Subsequent rounds and bracket play matches will be moved up whenever time allows. At the start time, if teams are not ready to play, the opposing team will be awarded one point per minute. After ten minutes, the first game will then be forfeited. The second game and match will also be forfeited after an additional 10 minutes.

Work Team Assignments:

1. First official will be provided for all matches. Each team is responsible to provide: 1 down official, 2 lines people, 1 official scorekeeper, a libero tracker and 2 persons for flip score (2 on each court). You are responsible for your own whistles.
2. If you are late for your officiating assignment, the same penalties apply as to match and forfeit times. All penalties will be carried over to the following day if necessary. Maximum penalty would be the loss of the first set of your subsequent match. Please check closely to be sure you know the schedule. If you are uncertain please ask the tournament director at your site. On time means the start of warm-ups, not match start time.
3. It is required that a coach or other adult team representative remains in the game area during team officiating assignments. No food or drink will be allowed on the work table.
4. No cell phones or electronic devices allowed at the work table. If a player(s) is found to be using a cell phone while working at the table the official or tournament director may sanction that team up to a 10 point penalty which would be applied to that team's next match.
5. During bracket play all losing teams must stay and provide the work team for the following match unless specified differently. The game scheduled on your court may or may not be part of your division. If your match is switched to another court you are still required to provide the work team. Teams not completing their last work assignment of the tournament will be fined \$100.

Format:

- Match play – best 2 out of 3 games. First 2 games to 25; deciding game if necessary to 15. No cap on any game. A few divisions may utilize 3 sets to 25.
- All teams advance to a playoff bracket or pool on Sunday. You are scheduled for a minimum of two matches on Sunday.
- Warm-ups (2-4-4) – 2 minutes shared ball handling, 4 minutes each team hitting and serving. Absolutely no ball handling by the team that is off. Off teams are **required** to help shag for the team that is hitting. Teams refusing to do this will be given a red card prior to the start of the match.
- Coin flip prior to match will determine side and serve. No side switching.

Tie breaking Procedures

- A. Two way ties - Head to head pool results will always determine the winner.
- B. Three way ties - There will be **no playoff games** to determine final placement within a pool. All Ties will be broken as follows:
 - Set winning percentage
 - Point percentage within pool play
 - Coin Flip

General Rules:

1. Only AAU registered members are allowed on the court
2. Registered coach must be on the bench. A team without an AAU registered coach is considered incomplete and may not play.
3. Any abuse of tournament officials or staff by players, coaches or parents will result in that person's removal from the tournament.
4. Chairs that are provided for team benches may not be moved or taken to another area. Leave them alone.

Tournament Play Schedule:

The entire tournament playing schedule will be posted on www.advancedeventsystems.com and will be updated every hour throughout the day.

Protest Procedure:

If a protest is to be filed, it must be done at the time of the incident. Only the floor captain may file the protest (or coach in 14's and below). Once the protest is reviewed by the Head of Officials, his ruling is final. Judgment calls may not be protested.

Playing Venues –

*** Impact Dynamic Training Facility**

2830 Port Sheldon St

Hudsonville, MI 49426

Allendale High School

10760 68th Ave

Allendale, MI 49401

GVSU – Fieldhouse Arena

10915 Campus Dr

Allendale, MI 49401

East Kentwood HS/Freshman

6230 Kalamazoo Ave SE

Kentwood, MI 49508

SOMI

160 68th St SW

Grand Rapids, MI 49548

Pinewood MS

2100 60th Ave SE

Grand Rapids, MI 49508

*Fine Designs will be set-up both days at Impact Dynamic ONLY

