

# 2008 Fusion Tournament Series

Fusion Sports Center

FUSION CENTER DOORS WILL OPEN AT 7:30AM.

## Pool Play Rounds

Court	Ct 1	Ct 2	Ct 3	Ct 4
Start Time	<b>8:30am</b>	<b>8:30am</b>	<b>8:30am</b>	<b>10:45am</b>
Pool	Pool 1	Pool 2	Pool 3	Pool 4
Team 1	UNO 15Elite	Avalanche 15Black	IVP 15Red	Sunsetters 15Purple
Team 2	Freeport 15Navy	WI Select 15	Sunsetters 15White	UNO 15Blue
Team 3	Rolling Thunder 15Gold	Quest 15Navy	C Lake 15-2	Power Dodge 15Gold
Team 4	Midwest Jrs 15Royal	Midwest Jrs 15Silver	Midwest Jrs 15White	

TIMES	PLAYING TEAMS	WORK TEAM	
>> 8:30a	Team 1 vs Team 3	2	Coach's UP officiate
9:20a	Team 2 vs Team 4	1	
10:20a	Team 1 vs Team 4	3	
11:10a	Team 2 vs Team 3	1	
12:00p	Team 3 vs Team 4	2	
12:50p	Team 1 vs Team 2	4	

TIMES	PLAYING	WORK
>> 10:45a	1 vs 3	2
11:45a	2 vs 3	1
12:45a	1 vs 2	3

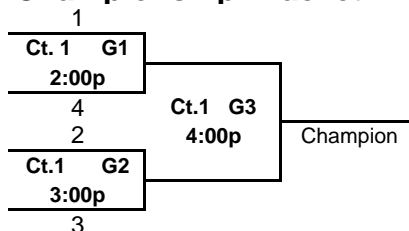
**pool 4 will play 3 games to 25 pts.**

## PLAYOFF SCHEDULE

pool winners reseeded into championship bracket / all other teams will be re-seeded by their pool record

COURT 1	COURT 2	COURT 3	COURT 4
<b>2:00pm</b> <b>MATCH G1</b> #1 seed vs #4 seed Work Team #2 seed	<b>Playoff 5th place</b> seed #6 vs seed #7 #5 seed	<b>Playoff 10th place</b> seed #10 vs seed #11 #9 seed	<b>Playoff 14th place</b> seed #14 vs seed #15 #13 seed
<b>3:00pm</b> <b>MATCH G2</b> #2 seed vs #3 seed Work Team loser previous match	<b>Playoff 5th place</b> seed #5 vs winner loser previous match	<b>Playoff 8th place</b> seed #8 vs seed #9 loser previous match	<b>Playoff 12th place</b> seed #12 vs seed #13 loser previous match
<b>4:00pm</b> <b>MATCH G3</b> winner G1 vs winner G2 Work Team loser previous match	[UP Official supplied for Championship Bracket Only]		

## Championship Bracket



## SCHEDULE

PLEASE CONSULT THE SCHEDULE CAREFULLY TO OBSERVE MATCH TIMES AND OFFICIATING DUTIES.

OFFICIATING TEAMS BE ESPECIALLY AWARE OF THE FIRST MATCH START TIME.

WE ASK THAT THOSE TEAMS ARRIVE AT LEAST 30 MINUTES PRIOR TO THE POSTED MATCH TIME.

## RULES OF PLAY (except pool 4)

ALL MATCHES WILL BE - 2 OUT OF 3 GAMES TO 25, NO CAP. DECIDING GAME TO 15, NO CAP.  
TIE BREAKER IF TIED MATCH RECORD > GAME WON/LOST % > HEADS UP > POINT DIFFERENCE

## OFFICIATING DUTIES

THE HEAD OR ASST. COACH WILL BE REQUIRED TO UP OFFICIATE TEAM'S ASSIGNED MATCHES.

USA VBALL OFFICIALS WILL BE ASSIGNED FOR THE SEMI-FINALS AND FINALS OF THE CHAMPIONSHIP BRACKET.

## WARM-UP

WARM-UPS FOR THE FIRST TWO ROUNDS OF THE DAY WILL BE 3 - 3 - 3 - 1.

WARM-UPS THE REMAINDER OF THE DAY WILL BE 3 - 3 - 1. 10 MINUTES BETWEEN MATCHES.

PLEASE BRING YOUR OWN BALLS AND CARTS. PLEASE KEEP WARMUPS & TIMEOUTS TO THE ALLOTTED TIMES.

## FACILITY RULES

PLEASE READ AND PASS THIS INFORMATION ON TO ALL ATTENDING EVENT

THE CARRYING IN OF ANY AND "ALL" TPYES OF OUTSIDE FOOD IS PROHIBITTED AT THE FUSION CENTER.

WATER AND SPORTS DRINKS ARE THE ONLY ITEMS ALLOWED TO BE CARRIED INTO THE FUSION CENTER.

FINES TO THE CLUB DIRECTORS OR GAME SANCTIONS COULD BE IMPOSED ON OFFENDING TEAMS PLAYERS OR PARENTS.