

NLV Tournaments

Here are the pools and brackets for Sunday's tournaments.

Format:

5 Team Pools are 2 games to 21 followed by tournament play. (Top 4 teams go to tournament)

4 Team Pools are 2 games to 25 followed by tournament play. (All teams go to tournament)

3 Team Pools are two games to 25 followed by a 2nd pool of 2 games to 25 and then tournament play.
(All teams go to tournament)

Start Time:

All tournaments start at 8:00AM. (coaches meeting at 7:30 on court 1)

Location:

Westwood Sport Center

1900 Westwood Drive

Sterling IL. 61081

Rules:

All Iowa Region tournament rules will be used, with the exception of the use of a one game playoff to break ties. We always take the top two teams from each pool to gold and bottom two to silver, so 4 teams from each pool go to tournament. We will use normal tie break method.

DO NOT BRING BALLS:

Warm up and game balls will be provided. Each court will have a cart and 12 balls to be used for warm up. Iowa Region rules only allow one team warming up at a time. Last season NLV lost 30+ balls as a result of balls being accidentally put in the wrong bags at the end of the tournament. This year no balls can be brought into the buildings and no balls taken out. (Thanks)

Food:

A full concession is provided by the Sterling Park District and therefore no outside food can be brought in.

Admission:

Adults \$4.00 / Senior-Children \$3.00

Questions:

Jim Pierce 815-535-7933

TOURNAMENT NAME: NLV

DATE: 1/29

Gym site: Westwood Sport Center

Div. Gender & Age/Level 13U

Site Address:

Pool Format: 2 games to 25 pts

Pool Court	A Building 3 Ct 6	Games		Point Spread	Pool Finish	Playoff Finish
		Won	Loss			
Team 1 Code	3D Red					
Team 2 Code	QC Code Red					
Team 3 Code	NLV 13 Silver					

Times	8:00 AM		9:00 AM		10:00 AM	
	# 1 vs	# 2 (3)	# 2 vs	# 3 (1)	# 3 vs	# 1 (2)
Game 1						
Game 2						
Game 3						
Pt Dif						
Won						
Loss						

Pool Court	B Building 3 Ct. 7	Games		Point Spread	Pool Finish	Playoff Finish
		Won	Loss			
Team 1 Code	BVC 13					
Team 2 Code	PV Elite					
Team 3 Code	NLV 13 Blue					

Times	8:00 AM		9:00 AM		10:00 AM	
	# 1 vs	# 2 (3)	# 2 vs	# 3 (1)	# 3 vs	# 1 (2)
Game 1						
Game 2						
Game 3						
Pt Dif						
Won						
Loss						

Pool Court	C Building 3 Ct. 8	Games		Point Spread	Pool Finish	Playoff Finish
		Won	Loss			
Team 1 Code	Bettendorf Gold					
Team 2 Code	PV Navy					
Team 3 Code	3D Black					

Times	8:00 AM		9:00 AM		10:00 AM	
	# 1 vs	# 2 (3)	# 2 vs	# 3 (1)	# 3 vs	# 1 (2)
Game 1						
Game 2						
Game 3						
Pt Dif						
Won						
Loss						

Pool Court	AA B3 Ct 6	Games		Point Spread	Pool Finish	Playoff Finish
		Won	Loss			
Team 1 Code	A1					
Team 2 Code	B2					
Team 3 Code	C3					

Times	11:30 AM		12:30 PM		1:30 PM	
	# 1 vs	# 2 (3)	# 2 vs	# 3 (1)	# 3 vs	# 1 (2)
Game 1						
Game 2						
Game 3						
Pt Dif						
Won						
Loss						

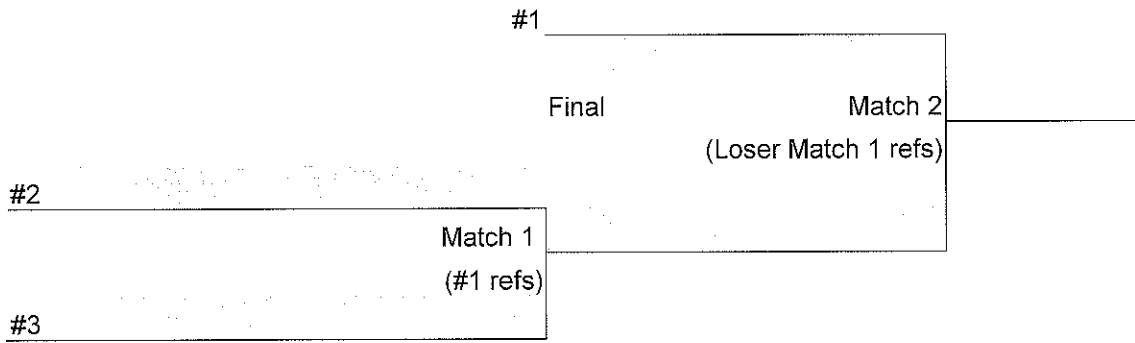
Pool Court	BB B3 Ct. 7	Games		Point Spread	Pool Finish	Playoff Finish
		Won	Loss			
Team 1 Code						
A2						
Team 2 Code						
B3						
Team 3 Code						
C1						

Times	11:30 AM		12:30 PM		1:30 PM	
	# 1 vs	# 2 (3)	# 2 vs	# 3 (1)	# 3 vs	# 1 (2)
Game 1						
Game 2						
Game 3						
Pt Dif						
Won						
Loss						

Pool Court	CC B3 Ct. 3	Games		Point Spread	Pool Finish	Playoff Finish
		Won	Loss			
Team 1 Code						
A3						
Team 2 Code						
B1						
Team 3 Code						
C2						

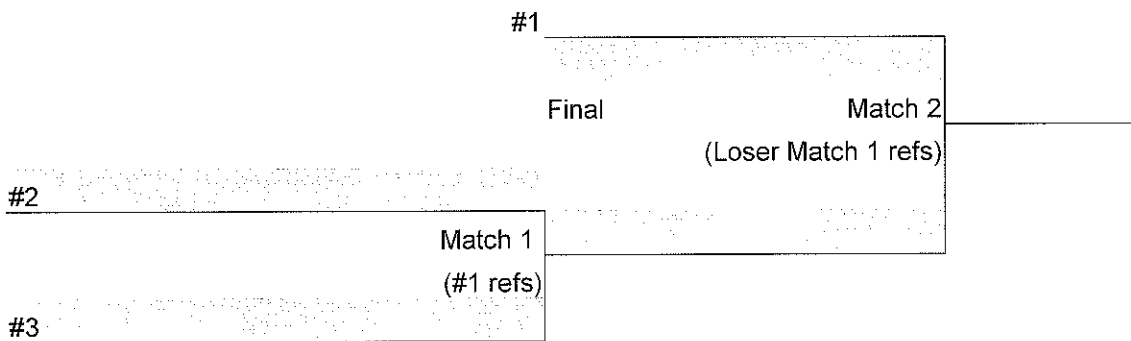
Times	11:30 AM		12:30 PM		1:30 PM	
	# 1 vs	# 2 (3)	# 2 vs	# 3 (1)	# 3 vs	# 1 (2)
Game 1						
Game 2						
Game 3						
Pt Dif						
Won						
Loss						

GOLD (1st AA, 1st BB & 1st CC) court 6



Playoffs	Match 1		Match 2	
	# 2 vs	# 3 (1)	# 1 vs	WM1 (LM1)
Game 1				
Game 2				
Game 3				
Pt Dif				
Won				
Loss				

SILVER (2nd AA, 2nd BB & 2nd CC) court 7



Playoffs	Match 1		Match 2	
	# 2 vs	# 3 (1)	# 1 vs	WM1 (LM1)
Game 1				
Game 2				
Game 3				
Pt Dif				
Won				
Loss				

BRONZE (3rd AA, 3rd BB & 3rd CC) court 8

#1

Final

Match 2

(Loser Match 1 refs)

#2

Match 1

(#1 refs)

#3

Playoffs	Match 1		Match 2	
	# 2 vs	# 3 (1)	# 1 vs	WM1 (LM1)
Game 1				
Game 2				
Game 3				
Pt Dif				
Won				
Loss				