

# Munciana Scrimmage Series #4

## 8AM – POOLS

### CT 1 POOL 1

1. MI THINDER
2. WAVE BLUERIVER
3. MOMENTUM 14 BLACK
4. MUNCIANA BEARS

### CT 2 POOL 2

1. FT WAYNE TONY
2. MOMENTUM 14 GREY
3. MUNCIANA RAPTORS
4. MI CHINCHILLAS

### CT 3 POOL 3

1. FT WAYNE VBC KENT
2. MI LIGHTNING
3. MOMENTUM 14 PURPLE
4. MI HYENAS

### CT 4 POOL 4

1. CLUB VOLLEYHAWKS BLACK
2. MOMENTUM 13 PURPLE
3. FT WAYNE VBC ALEXA
4. WAVE SELMA

### CT 5 POOL 5

1. WAVE 13 DRIVER
2. MOMENTUM 13 GRAY
3. MI SUNBEARS

### CT 6 POOL 6

1. MI JELLYFISH
2. FT WAYNE VBC BRIGITTE
3. YORKTOWN GREEN

COX1 CT 1: POOL 1 1<sup>ST</sup> V POOL 2 1<sup>ST</sup> (REF POOL 1 3<sup>RD</sup>)

COX2 CT 2: POOL 1 2<sup>ND</sup> V POOL 2 2<sup>ND</sup> (REF POOL 2 3<sup>RD</sup>)

COX3 CT 2: POOL 1 3<sup>RD</sup> V POOL 2 3<sup>RD</sup> **(REF COX2 LOSER)**

## 2PM – POOLS

### CT 1 POOL 7

1. FT WAYNE BUD
2. MI PENGUINS
3. MOMENTUM 14 WHITE

### CT 2 POOL 8

1. WAVE STINGRAYS
2. MI STORM
3. NORSE 14U

### CT 3 POOL 9

1. EXPRESS 1
2. FT WAYNE BECKY
3. WAVE BANANA SLUGS
4. MI TITANS

### CT 4 POOL 10

1. WAVE GATORS
2. VALOR 16U
3. MUNCIANA PIRANHAS
4. MI LEOPARDS

COX1 CT 1: POOL 7 1<sup>ST</sup> V POOL 8 1<sup>ST</sup> (REF POOL 7 3<sup>RD</sup>)

COX2 CT 2: POOL 7 2<sup>ND</sup> V POOL 8 2<sup>ND</sup> (REF POOL 8 3<sup>RD</sup>)

COX3 CT 2: POOL 7 3<sup>RD</sup> V POOL 8 3<sup>RD</sup> **(REF COX2 LOSER)**

### CT 5 POOL 11

1. WAVE VIPERS
2. FORT WAYNE VBC MARK
3. MI TROJANS
4. MI WILDCATS

### POOL SCHEDULE:

#### 4 TEAM POOL

- 1 V 3 (2)
- 2 V 4 (1)
- 1 V 4 (3)
- 2 V 3 (1)
- 3 V 4 (2)
- 1 V 2 (4)

#### 3 TEAM POOL

- 1 V 3 (2)
- 2 V 3 (1)
- 1 V 2 (3)
- COX IMMEDIATELY FOLLOWS

### RULES:

3 & 4 TEAM POOLS WILL PLAY 2 OUT OF 3 RALLY SCORE GAMES / DECIDING GAME, IF NECESSARY, 15 POINTS | ALL GAMES ARE WIN BY 2

ALL TEAMS MUST ROTATE AND SERVE AS IF THERE IS A TRUE UP OFFICIAL (THERE MUST BE 6 DIFFERENT SERVERS).

**TIE BREAKER:** 2 WAY: HEAD TO HEAD POINTS/ POOL POINT DIFFERENTIAL. COIN FLIP

3 WAY TIE: POINT DIFFERENTIAL AMONG TIED TEAMS, POOL POINT DIFF. COIN FLIP