



EVENT INFORMATION

EVENT DETAILS:

Saturday, September 12, 2009
Registration/Check-in: 8:00am-8:30am
Morning Play 9:00am-12:00noon
Lunch 12:00noon-1:00pm
Afternoon Play 1:00pm-3:00pm
Awards/Team Pictures 3:30pm

LOCATION:

Liberty Station NTC Park, San Diego

FAMILY ACTIVITIES:

Jump House, Clowns, Face-Painting, Balloon Animals, Games, Raffle Prizes, Music

FEES:

\$25.00 per player
(Includes catered lunch and Tournament T-Shirt)

\$12.00 per non-player
(Includes catered lunch)

\$15.00 for additional T-Shirts
(Shirts are available in sizes Youth, M, L, XL, XXL in both Crew and Tank Top style)

REGISTRATION DEADLINE:

Registration Forms are due by August 28th.
(Last minute additions/ adjustments can be made up to the morning of the tournament; however, we can only guarantee lunch and T-Shirt availability for those who register before the deadline. If you have any questions, please contact us.)

Please mail completed registration forms/fees to:

Devin Abellon
c/o LSW Engineers California, Inc.
5560 Ruffin Road, Suite #1
San Diego, CA 92123
858.268.3224

Please make checks payable to: ASHRAE San Diego Chapter

EVENT COORDINATORS:

Matt Mantanona—matt@mcparlane.com
Devin Abellon—dabellon@lswsd.com
Heather Schopplein—hschopplein@gmail.com
Jamie Smith—JSmith@benderdean.com



SPONSORSHIP INFORMATION

This event is made possible through the generous sponsorships of local firms and agencies. There are various levels that your firm can participate. We thank you for considering this opportunity.

Platinum Sponsor - \$1,500

As a Platinum Sponsor, your firm will receive full registration, including lunch for a 6 person team, banner signage, court sponsorship with company logo on game volleyball, acknowledgement and advertisement during the tournament, a listing on the ASHRAE San Diego website, your logo on the Tournament T-shirt, and the opportunity to distribute materials at the registration table.

Gold Sponsor - \$1,000

As a Gold Sponsor, your firm will receive full registration, including lunch for a 6 person team, medium signage, acknowledgement and advertisement during the tournament, a listing on the ASHRAE San Diego website, your logo on the Tournament T-shirt, and the opportunity to distribute materials at the registration table.

Silver Sponsor - \$500

As a Silver Sponsor, your firm will receive full registration, including lunch for a 6 person team, small signage, acknowledgement and advertisement during the tournament, a listing on the ASHRAE San Diego website, and your logo on the Tournament T-shirt, and the opportunity to distribute materials at the registration table.

Bronze Sponsor - \$250

As a Bronze Sponsor, your firm will receive acknowledgement and advertisement during the tournament, a listing on the ASHRAE San Diego website, your name on the Tournament T-shirt, and the opportunity to distribute materials at the registration table.

Raffle Prize Sponsor

Firms who donate raffle prizes (each worth approximately \$30-\$100) shall receive acknowledgement during the tournament and a listing on the ASHRAE San Diego website.

SPONSORSHIP FORM:

Name: _____ Firm: _____

Platinum Gold Silver Bronze Raffle

Please send form with check/raffle prizes to:

Devin Abellon
c/o LSW Engineers California, Inc
5560 Ruffin Road, Suite #1
San Diego, CA 92123

Please make checks payable to ASHRAE San Diego Chapter. Donations are tax-deductible. **Please include a high-quality image file (.eps or .gif) of your company logo.**

Thank you!!

ASHRAE SAN DIEGO

2019 VOLLEYBALL TOURNAMENT & PICNIC

LOCATION





PLAYER RULES

1. Team Composition

Teams are allowed to play between 4 to 6 players at any given time. If playing 4 or 5, then there must be at least one male and one female on the court at all times. If playing 6, then there must be at least two males and two females on the court at all times.

2. Player Eligibility

This tournament is open to employees and immediate family of firms in the design/construction industry in San Diego. All participants must be either employed with the firm they are representing, or must be in the immediate family of a participating employee. Spouses/children of employees will only be allowed on the roster if the employee is also on the roster. Rosters will be capped at 8. Each team will be allowed ONE exemption, which will allow them to bring on one player that is not employed or related to someone at the firm. This is to allow teams who are unable to fill their required roster within their firm. Firms may also combine with other firms to form joint teams. If a team is found to have ineligible players, then (at the director's discretion) the team may be allowed to continue play – however, they will not be eligible for any trophies or championship bracket play.

Players must play at least two games in the morning rounds to be eligible for afternoon play.

3. Format (Subject to Change)

During morning play, teams will be seeded and will play two games against each opponent in their group. Idle teams will be asked to officiate games. Morning games will be scored (rally) to 21 with a cap at 23. During afternoon play, teams will be bracketed in double-elimination format. Afternoon games will be scored (rally) to 25 with no cap.

4. Game Play

4.1 Coin Toss

The winner of the coin toss chooses either to select to serve or receive service of the first ball or the side of the court on which to start the game. The loser takes the remaining alternative.

4.2 Rotation Order

The rotation order specified by the starting lineup must be maintained throughout the game. Teams must rotate at each side out. Teams may rotate players in at the server's position. Team must maintain an eligible lineup as defined in Section 1.

4.3 Substitutions

Substitution are allowed in case of injury.

4.4 Player Positions

Players must remain in their designated position at the time of service, but may shift after service.

4.5 Ball in Play

The ball is in play from the service contact until the ball is out of play.

4.6 Ball Out of Play

The ball is out of play from the moment the ball lands or a fault is committed. The rally ends when a referee halts play or the ball is out of play.

4.7 Ball In

A ball is in when its first contact with the ground is on the playing court or a boundary line.

4.8 Ball Out

The ball is out when: Its first contact with the ground is completely outside the playing court, and it does not cause boundary lines to move; It completely crosses the net outside the posts or under the net after the attacking team's third contact; or It touches an object out of play.



PLAYER RULES

4.9 Team Contacts

Each team is entitled to a maximum of three contacts to return the ball to the opponents. A player may not contact the ball two times consecutively except during or after blocking or at the team's first contact. Blocking does not constitute a team contact, and any player may make the first contact of the ball after the block. A player may touch the ball with any part of the body. A player may have successive contacts with the ball during a single attempt to make the team's first contact with the ball, provided that the fingers are not used to direct the ball. The ball must be contacted cleanly and not held (including lifted, pushed, caught, carried or thrown). The ball cannot roll or come to rest on any part of a player's body.

4.10 Ball Touching the Net

The ball may touch the net while crossing the net, except during the service. A serve that touches the net is a fault. A ball driven into the net may be recovered within the limits of the three team contacts.

4.11 Player Reaching Beyond the Net

While blocking, a player may touch the ball beyond the net, provided they do not interfere with the opponent's play, before or during the attack-hit. A player is permitted to pass his/her hand(s) beyond the net after an attack-hit, provided that the contact was made within his/her team's playing space. Players may partially or completely cross the center line below the net or outside the poles, either before, during or after a legal play of the ball, provided that this does not interfere with the opponent's play. Incidental contact with an opponent is ignored, unless such contact interferes with the opponent's opportunity to play the ball. While opposing players are not required to avoid the ball or the player, they cannot intentionally interfere with any legal attempt to play the ball on their court. If a player crosses the center line and interferes with an opponent during the continuation of a play, it is a fault. It is a fault for a player or a player's clothing to touch any part of the net.

4.12 Service

It is the responsibility of the server to assure that both teams are ready for service. A player on the receiving team may stop play when not ready for a service as long as no attempt to play the ball is made.

The server may move freely behind the end line.

The server's teammates must not prevent the opponents, through screening, from seeing the server or the path of the ball. On an opponent's request, a player must move sideways, bend over or bend down.

4.13 Attack Hits

All actions to direct the ball towards the opponent's playing area, except in the act of serving and blocking, are considered to be attack-hits. An attack-hit is completed the moment the ball completely crosses the vertical plane of the net or is touched by a blocker. A player may contact an attack-hit at any height, provided that contact with the ball is made within the player's own playing space.

If a back row player contacts the ball completely above the height of the net, and the player's foot is touching or has last touched the ground on or in front of the attack line, the attack-hit must have an upward trajectory. A player may not complete an attack hit on the opponent's service if the ball is completely above the net.

4.14 Blocks

A blocking contact is not counted as a team hit. The blocking team will have three hits after a blocking contact. Back row players may not participate in a block.

4.15 External Interference

If external interference does not affect the outcome of play, the rally counts. Otherwise, the rally is immediately canceled and replayed. A shouted warning (such as "Ball on!") is sufficient to affect the outcome of play, provided that a player had a chance to make a legal play of the ball.

4.16 Court Switches

Teams shall switch sides at total score multiples of 5.



REGISTRATION FORM

Team Name: _____ **Company:** _____

Contact: _____ **Phone:** _____

Email: _____

Player Roster:

(Additions/Adjustments to the roster can be made up to the day of the tournament)

Player Name	Employee	Family	Exception	M/F?	Crew / Tank Top?	Shirt Size

NOTES:

1. Tournament is open to firm employees and their immediate family. Each team is allowed ONE exception.
2. T-Shirts are available in either Crew or Tank Top Style.
3. T-Shirts are available in the following sizes: Youth, M, L, XL, XXL.
4. If no preference is marked, Crew style T-shirts (size XL) will be ordered.

Additional Picnic Attendees:

Number of Additional Picnic Attendees: _____

Number of Additional T-Shirts
(Use table to the right for additional shirts)

Size	Crew	Tank Top
Youth		
M		
L		
XL		
XXL		

Fees:

of Players _____ x \$25 = _____

of Picnic Attendees (Non-players) _____ x \$12 = _____

of Additional Shirts _____ x \$15 = _____

TOTAL: _____

Of the Total # of Picnic Attendees, please list the # of vegetarian lunches requested: _____

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