

Mizuno.



April 6-7

2024

TOURNAMENT INFORMATION

Welcome to Mizuno Diggin' in the Dells I for the 12s, 14s, and 16s Divisions. We are looking forward to 2 days of great competition and hope that you will find the event, facilities, and accommodations more than satisfactory. Thank you to all the clubs, coaches, players, parents, and college coaches for supporting and making this a great event. We truly appreciate you and your families.

V3.1

For all up-to-date schedule and results information, please visit
<http://www.advancedeventsystems.com>

2024 DIGGIN' IN THE DELLS I

TOURNAMENT INFORMATION

ONLINE CHECK-IN & CREDENTIAL PICK-UP

Rosters must be entered into AES no later than March 27, 2024.

Our goal is to reduce paper by utilizing the online check in through AES as well as the Coaches' Sign-In and Housing forms. You will need to log into your Club/Teams AES account to complete this process.

Online Check-In will open Sunday March 31 at midnight EST and close Wednesday April 3 at 1:00 am EST before the scheduled event start. Changes or updates can be made to your roster at this time, but rosters are frozen once they are submitted via the online check-in process. No exceptions. Any changes after that will need to be approved via the tournament director.

Once you check in your team, you will receive a confirmation email and at that time will need to follow the link for the Coaches Event Form Sign In. Hard copies of this form and rosters WILL NOT be required when picking up your team(s) credentials/bag tags on Friday. It verifies that you have your teams' Waiver of Liability Form, a Medical Waiver, and Release Form.

Below is the link to the housing form for those that did not book through EventConnect.

[2024 DIGGIN IN THE DELLS LODGING FORM](#)

ALL credentials for all teams MUST be picked up by one representative per Club (BAG TAGS for players – wristbands for coaches) between 5:00pm - 8:00pm on **FRIDAY, APRIL 5 ONLY (all credentials must be picked up at this time) at the Wisconsin Dells Center- Main Lobby. There will be **NO Saturday pickup!** If you are unable to pick up your credentials (bag tags) on Friday night, please make arrangements with someone else in your club to assist you. One person will collect credentials for all teams in your club. Please email the name of the individual collecting your clubs' credentials, along with a local contact phone number (this is especially important in case of major schedule changes or other emergency issues) to samie@netlynxsports.com.**

SPECTATOR INFORMATION

FACILITY	Wisconsin Dells Center & JustAGame
ADMISSIONS	One Day Full-Event Pass: \$15 Two Day Full-Event Pass: \$25
PARKING	\$5/day at Wisconsin Dells Center Only (CASH ONLY)
SEATING	No outside chairs/seating are allowed at any playing site.
FOOD/DRINK	No outside food/drink are allowed at any playing site.
TRAINERS	A trainer will be stationed at WDC and JustAGame (JAG)

NO NOISE MAKERS OR ANYTHING THAT WOULD BE CONSIDERED DISRUPTIVE TO THE TEAMS PLAYING ON ANY COURT WILL BE PERMITTED.

NOTES

- Players and coaches will be allowed to enter the playing site with their Diggin' in the Dells Bag Tag provided at Check-In. Please be sure to have the players secure their tag to their backpacks and coaches wearing their COACH wristbands that are supplied with their teams' bag tags at check-in. The Woodside Group (management for the Wisconsin Dells Center) handles and collects all admissions.
- We will **not** be offering practice time on Friday evening prior to the event.
- Teams will have a minimum of 2 matches on Sunday. Check your schedules carefully to see if you are starting the day with officiating duties. Be sure to check the schedule after each round. In most cases, the losing team will officiate the next scheduled match on their court even if it is a different division or bracket.
- We will not perform the national anthem at the Wisconsin Dells Center or JustAGame.

No outside food, coolers, or chairs will be allowed in the Wisconsin Dells Center or JustAGame Fieldhouse. Please pass along to your team as these are facility rules. Spectator seating is provided. No outside chairs will be allowed into the facility.

ADMISSIONS & PARKING

Woodside Wisconsin Dells Center and JustAGame (JAG):

Spectator passes are available either online or in person that are valid at both facilities. Online one and/or two day passes for admission are available at the following website: [PRESALE DIGGIN IN THE DELLS | ADMISSIONS](#)

Tickets purchased online will receive a QR code that must be presented upon entrance in order to receive your wristband following scanning.

Two day and single day passes will be available on site for cash or credit:

- **Two-day pass = \$25** (tax and facility fees included)
- **Single day pass = \$15** (tax and facility fees included)
- Parking Fee at Woodside Wisconsin Dells Center Only is **\$5 per day CASH ONLY.**

Please be advised that the number of people allowed into the facilities could change prior to the event and that this may require us to change the ticketing policy to limit attendance. This would be out of our control and would be based on governmental regulations.

Please note:

- All sales are final. No refunds will be given for any reason.
- Single day passes will have a unique hand stamp each day that is visible under a black light that will allow them entry at all playing sites for the day.
- Purchased Wristbands must be displayed each time you enter the venue and will grant you entry to all playing sites for the entire event.
- Wristbands must be worn on the wrist. Wristbands on purses or backpacks will not be recognized.
- Lost, forgotten, or stolen wristbands must be re-purchased. We do not replace weekend passes because you cut the wristband off.
- Children 5 and under are free. They do not require a wristband.
- Parking Fee at Woodside Wisconsin Dells Center ONLY is \$5 per day. Coaches/Directors are not exempt from this fee. At the time of this packet creation, there are no parking fees in the downtown Dells during this time of year (JAG).

Players will receive special participant bag tags when their coach checks in on Friday. Coaches will receive special COACHES ONLY wristbands when checked in on Friday.

HOUSING INFORMATION

We have found a great partner in EventConnect to manage the housing needs of our traveling teams. When looking for a housing service, we wanted to make sure customer service was the most important part of the puzzle. Below is a link to secured rates for hotels in the Wisconsin Dells Area.

[2024 DIGGIN IN THE DELLS | HOTELS](#)

We do not have a "Stay to Play" policy. We have secured the best prices available and hope that you will use the rooms in our block. The event does receive a financial benefit from the booking of the hotel rooms through the online system. This financial benefit is used to offset the cost of the facility to help keep the cost of team entry fee down from year to year. Teams are encouraged to book their hotel accommodations through EventConnect.

TOURNAMENT MERCHANDISE

There will be tournament items for sale on site. The Wisconsin Dells Center Pro-Shop will have tournament apparel for purchase.

[PRESALE DIGGIN IN THE DELLS | MERCHANDISE](#)

2024 DIGGIN' IN THE DELLS I

TOURNAMENT INFORMATION

FACILITIES

WISCONSIN DELLS CENTER (WDC) – 2100 River Road, Wisconsin Dells, WI 53965

JUSTAGAME (JAG) – 200 La Crosse Street, Wisconsin Dells, WI 53965

Please make sure your coaches check the schedule carefully for their court assignment and inform their parents. We have done everything in our power to ensure that teams will play at the main playing site (Wisconsin Dells Center) at least one day during the tournament.

GENERAL TOURNAMENT FORMAT

The initial seeding of the event seeds teams into one division per age group. All teams in each age division are playing for one championship. In the case of ties, please refer to our tie-breaking procedures. Best two of three sets. One and two to 25 and if necessary third set to 15 (no cap).

4 Team Pool Schedule

Team 1 v. Team 3 (Work Team 2)
Team 2 v. Team 4 (Work Team 1)
Team 1 v. Team 4 (Work Team 3)
Team 2 v. Team 3 (Work Team 1)
Team 3 v. Team 4 (Work Team 2)
Team 1 v. Team 2 (Work Team 4)

3 Team Pool Schedule

Please Note: 3 Team Pools are 3 sets to 25 unless otherwise noted.

Team 1 v. Team 3 (Work Team 2)
Team 2 v. Team 3 (Work Team 1)
Team 1 v. Team 2 (Work Team 3)

RESULTS & SCHEDULE INFORMATION

Complete posting of results and next round of play will be done on the Advanced Event Systems Website located at [DIGGIN IN THE DELLS I SCHEDULES RESULTS](#). This will be the official schedule. There will be no paper posting of pool results at any site. Check the internet for all results. **WE WILL HAVE A QR CODE POSTED FOR EASY ACCESS TO AES.**

WAVE TIMES – SATURDAY

AM WAVE: 16 Premier, 14 Classic, and 12's Division

PM WAVE: 16 Club, 14 Club, and 14 Premier

ALL TEAMS – CHECK YOUR FINISH

Before leaving the site, be sure you carefully check your position in the pool. **There will be no tie breaking playoff matches at any level or age group following pool play.** The following tie breaking procedure will be utilized based on Match%, Head-to-Head, Set %, & Point %. Site Directors will **NOT** be held accountable for miscommunications or schedule interpretations. The official tournament posting on the Internet is the only source that will be considered should a dispute arise. **These results are updated every 10-15 minutes.** All teams are responsible for determining when they will play or work their next match. **Please read the schedules carefully.**

Please be aware that 50% of the teams scheduled to play the 9am matches will be officiating the 8am matches. Be sure to check the schedule to make sure you do not miss an officiating assignment. Also, be aware that the losing team will officiate the next scheduled match on their court in most cases. This may mean officiating a different division or bracket than your team played in.

MATCH TIMES – STARTING EARLY

Match start times may be accelerated if coaches, officiating teams, and officials agree. For the purpose of determining forfeits, the scheduled time is the match time, and any forfeit may only occur at the scheduled starting time. At the scheduled match time, if a team fails to show, the first set will be forfeited. 15 minutes after the scheduled match time, if a team fails to show, the second set will be forfeited. Extenuating circumstances will be at the discretion of the Tournament Director. Be at your court 45 minutes before your scheduled time to keep matches flowing.

WARM-UP PROCEDURES

For all matches during the event, warm-up time will be 2-4-4. 2 minutes for shared ball handling, 4 minutes for the serving team to have the entire court, 4 minutes for the receiving team to have the entire court. **Teams must provide their own volleyballs for warm-ups.**

LIBERO

Libero will be allowed to serve in this event. Teams will be allowed to use 2 liberos in each match. Libero may be changed between sets if only 1 Libero is designated in the 1st set.

U12

With the use of the Lite volleyballs and junior height nets, **we will not be allowing any step ins for this group.**

TIE-BREAKING PROCEDURES

There will be no tie breaking playoff matches at any level or age group following pool play. The following tie breaking procedure will be utilized based on Match%, Head-to-Head, Set %, & Point %.

TOURNAMENT SEEDING

Seeding for this event was done and confirmed by a committee of coaches and club directors. In cases where we did not have results to look at, we conducted research based on results that were entered into Advanced Event Systems. Please note that seeding this event is complicated as the many teams do not play common opponents.

PROTEST PROCEDURE

If a protest needs to be filed it is to be done at the time of the incident, no later. The first referee is obligated to acknowledge and record all protests. Only the floor captain may file a protest. The protest must be written on the score sheet by the official scorekeeper or the first official and must be signed by the person presenting the protest as well as the first official. All protests will be ruled upon prior to the next service. **Judgment calls may not be protested.** Protests will be considered only for situations outlined in the USA Volleyball Official Rules booklet. The protest committee, designated by the head officials, will handle all protests.

TRAINER

There will be a trainer on duty at the Wisconsin Dells Center and JustAGame They will attend to players free of charge. However, each player must provide their own supplies (tape, pre-wrap, etc.). Tape and Pre-Wrap will be available in the store located in the WDC. Players are encouraged to talk with the trainers if they have a problem or question. All injuries should be reported to the trainer's station at the WDC/JAG. All coaches are required to always have their players Emergency Medical Release Forms with them. Teams are encouraged to have a small first aid kit with them courtside for minor cuts etc.

FOOD & DRINK

There is to be **no outside food or drink brought into either facility.** Please leave all coolers and food outside the facilities. A picnic or area may be designated to keep your coolers. In the event an area is not designated we ask that coolers and food remain in your vehicle. Absolutely no food is allowed on the Sport Court surfaces or court areas in any of the facilities. There will be ample food options at concession stands that will be open during the full event.

TEAM & PLAYER POLICIES

OFFICIATING ASSIGNMENTS

Teams are required to officiate as noted on the master schedule. During the pool play rounds the officiating teams are designated on the schedule available online. Teams must supply a minimum of 5 people, a (R2) down referee, 2 lines people, and 2 scorers (1 to score and one flip score). It is NOT required in this tournament that a coach be the 2nd referee but is strongly recommended. A rostered adult from the officiating team must be present during all matches. (Somewhere around the court, and available to the court official should the need arise

- Work team is responsible for throwing away all used line up sheets and trash at the end of the match.
- **Work teams MUST provide their own work utensils. NO pens, pencils, erasers etc. will be provided.**
- Up ref (R1) will bring the score sheet to the tournament desk.

On Sunday, on most of the courts the losing team will stay and officiate the next match on their court. Check the schedule for verification of your work assignments (you may have a different age or division on your court to ref).

The definition of "next match" is the next match that requires an officiating team on that court. For example, a team which loses a match at 8:00 am will normally officiate the next match which is scheduled at 9:00 am, however if there is no scheduled match at 9:00am or the 9:00am match is forfeited by a team, the scheduled officiating team will ref the next match which occurs on that court.

In order to start the tournament on Sunday some of the teams that play at 9:00am will have to be the work team at 8:00 am. These teams are noted in both the master schedule and on the playoff charts. On the playoff chart the officiating teams are those teams which have a box around them. Check the schedule carefully to see if you are the assigned team to officiate the 8:00am match on Sunday.

MISSED OFFICIATING DUTIES

A team's failure to have a complete officiating crew, including a rostered coach for that team, available and on time, for a match officiating assignment (pool play, or playoff) could result in the team having to forfeit the first game of its next match. For every minute an officiating team is late to fulfill its assignment, one point will be awarded to that team's next opponent for the first game of the next match – up to 25 points. No more than 25 points will be awarded to the team's next opponent, even if the team designated to officiate misses the entire match. The clock begins to run at the completion of the final 4 minutes of warmups. A team will forfeit its entire next match for failing, a second time, to have an officiating crew available, on time, for an officiating assignment.

TEAM FORFEITURES

A team that intentionally forfeits a match will be excluded from further participation in the event. If a team forfeits a match, the forfeit will be considered intentional unless the team shows good cause for the forfeit. The Event Arbitrator will determine if good cause exists.

Last Day Forfeits: Teams that enter the Mizuno Diggin' in the Dells are committing to participating in the full event. Teams have control over their travel plans and those plans should be made so that a team will not have to forfeit any matches. A team that forfeits a match for any reason other than illness, injury or emergency is denying another team a match. Additionally, it is poor sportsmanship to deny a team the right to move on by beating them and then forfeiting out of the event. Furthermore, it is even more unacceptable to forfeit and then, as loser of the match, not to remain and officiate the next match.

Teams that have no flexibility in their travel plans and know they will need to leave before the conclusion of an event should notify the Tournament Director early on in the event. A decision will be made by the Tournament Director when the team will need to take their forfeit. Teams forfeiting should recognize that additional penalties may apply, which at a minimum will include forfeiting the right for the team's club to attend the event in the future.

ETHICS & ELIGIBILITY STATEMENT

Participants, individual or team may access normal "due process" channels should their eligibility to participate be in question.

ETHICS & ELIGIBILITY

Event Arbitrators: An Event Arbitrator shall serve as the first level of hearing and resolving ethics and eligibility issues at a specific event. Teams or individuals accused of committing violations of ethics and/or eligibility rules and regulations at qualifying and/or championship events shall meet with the event Arbitrators(s).

The authority for the Event Arbitrator to act begins with the arrival of a team and individual participants in the Events city, or 48 hours prior to the first day of competition, whichever is earlier, and shall continue through the duration of the Event through its conclusion.

Decisions of the Event Arbitrator shall be conveyed immediately to the affected parties and may be appealed to the Event Ethics and Eligibility Appeals Committee appointed for the Diggin' in the Dells.

Event Ethics and Eligibility Appeals Committee: An Event Ethics and Eligibility Appeals Committee will be formed for the Mizuno Diggin' in the Dells by NetLynx Sports. The committee shall be composed of three (3) members, one (1) of whom shall meet the definition of a domestic player.

Each committee shall act on appeals of the ethics and eligibility decisions that occur during the conduct of the event. The conduct of the event shall commence when an individual or a team arrives at the site of the event, or forty-eight (48) hours in advance of the first day of competition for that event, whichever is earlier, and shall conclude with the departure of the individual and/or team from the city in which the event has been held.

