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Introduction

The Atomic Jamboree has been created to introduce U12 volleyball players to match and tournament play. We expect the competition to be at an introductory level with athletes having their first experience at a Volleyball event. Our ultimate goal is to encourage more and more young athletes to play the game of volleyball and have fun at it.



We have adopted three simple principles:

- **Play the Game Right** – encourage your athletes to play the game right by attempting 3 contacts per side whenever possible: the way the game is supposed to be played!
- **Teamwork** – volleyball is a team sport, where all participants contribute to success – everybody plays! Rotation substitutions are the order of the day!
- **Fun** – above all, we want the participants to have fun!

You will notice that “winning the event” is not part of our principles. While we are encouraging competition and will reward teams for a successful outing, it is not the ultimate goal. We want the athletes to experience the sport and have fun. Please do your best to instill this within the minds of your athletes, coaches and parents prior to the start of the event.

Let’s have a great, fun afternoon!

Venue and Address

- This afternoon of fun is being held at 
- Address 

Parking

- 

Event Entry

- (If Directions are needed from Parking to the gym)

Event Schedule

12:00pm to 12:30pm – team/club check-in

12:30pm to 12:45pm – all-teams group warm-up (lead by one of our athletes/staff)

12:30pm to 12:45pm – coaches/leaders meeting

12:30pm to 12:45pm – parent & spectator meeting

12:45pm to 5:00pm – round robin play!



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Match Play

To view the full schedule of when athletes play please refer to the Draw. First games begin at 12:45.

Check-in

- All 8 courts are located in the [redacted].
- The check-in desk will be located [redacted].
- Each coach and/or club representative is required to check-in their team(s) prior to the start of the event.
- Check-in opens at 12:00pm through to 12:30pm.
- At check-in, you will receive any changes to the draw, a tournament package and any final instructions.

Warm-up

- We will be running a warm-up for ALL teams to start the event.
- Warm-ups between matches will be a minimum of 5 minutes. Teams will warm-up on their own side, no hitting please. (If teams require more warm-up time please do so before the court is ready.)
- The morning warm-up will start at 12:30pm.

Coaches & Parent Meeting

- We will be holding short meetings for coaches/teachers and parents, at the same time as the player's warm-up.
- At these brief meetings we will discuss event operations, rules & regulations.

Match Play: General

- Court Size: Each court is the full perimeter of the badminton court
- Net Height: 2.10 meters, 13U regulation height
- Format: 4 pools of 6 or 7 teams, 5 to 6 matches per team, 4 players on the court per side.
- Official Jamboree Ball: Baden 450 Light.
- Games/Match: 2 games to 25 – win by one, 1st to 25. If the buzzer sounds to end the match, the 2nd game score will stand. If 2nd game score is tied after time limit, next point wins.
- Time Limit: 30-minute time limit for each match. If both games to 25 end before the 30 minutes are up, teams are asked to leave the court for next teams scheduled so they can warm-up.
- Uniforms: No uniforms or numbers are required. However, you are more than welcome to have the players wear a “team” shirt.
- Footwear: Proper gym shoes are required.
- Match Schedule Management: Buzzer will sound for the start and end of each match; 5 min between each match.
- Home Teams: Designated “home team” coaches (as per schedule) must pick-up the score sheets and game ball for each match.
- Match Completion: Designated “home team” coaches must bring the completed



score sheet (signed by both coaches) and the game ball back to control desk at the end of each match.

- **Referees:** Home team coaches are the designated referees for each match. They will manage match play. Visiting coaches will also assist the home team coach with refereeing and match management as needed. Remember, this age group is more about the spirit of “court management” and less about officiating.
NOTE: All coaches are requested to bring a whistle for refereeing the matches.
- **Scorekeeping:** Visiting team coaches will keep score (parents who wish to assist with score keeping are encouraged to do so).

Match Play: Rules

- **Substitutions:** Automatic substitution will be implemented after each side out. Athlete who has most recently served will sub out and a new player will enter in position 6.
- **Serving:** If a player on the serving team serves 3 in-a-row, the team must rotate and must make a rotation substitution (substitutions for the player who served last, in the right back position on the court).
- **Serving Foot Faults:** Foot on the line is allowed. If player is completely over the line, play will be allowed to continue, with the referee coach warning the player and encouraging them to serve from behind the line. The goal is to encourage play, not provide an advantage for a team. In other words, use logical discretion.
- **Net Violations:** will only be called by the referee coach if there is a gross interference during play. We want to encourage the players to keep off the net, but do expect net touches to occur. Use your best judgment and discretion.
- **Ball Handling:** No ball handling calls. Exception: obvious catch and throw.
- **Blocking:** Blocking the serve is NOT allowed, automatic point for the other team.
- **Ball on the Court:** If a ball comes on the court from another match, a re-serve will be called by the coach referee.
- **Point Disputes:** If there are any point disputes, coaches will collectively resolve quickly and if necessary will call a re-serve for the point. Remember, this is about friendly competition, not about winning at all costs.

Reporting Scores

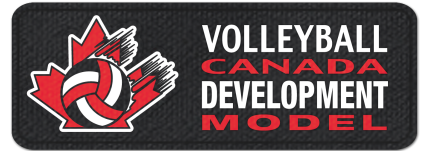
- When the buzzer sounds the end of the match, the home team coach must bring the completed score sheet and game ball back to the check-in table.
- Coaches from both teams must sign the sheets and enter the final scores.

Refereeing Points

What to Call:

- Points scored
- In or out of bounds
- Ball touches that are out of bounds
- More than 3 touches per side (block touch 4 if applicable)

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- Blocking the serve

What NOT to Call:

- Service foot faults: clearly over the line, with warnings prior
- Ball handling calls: unless a clear catch and throw
- Net violations: unless there is significant interference in play

Code of Conduct

We have been given the privilege to host this event at the [redacted]. To maintain this relationship for future years, we ask that all coaches ensure that athletes respect the facility and behave in an appropriate fashion. Anyone who does not behave appropriately will be asked to leave the premises immediately. Thank you in advance for your understanding.

Miscellaneous

- Food and drink are NOT permitted inside the court area.
- Only water is permitted near the courts.
- If you are not able to bring food or would like to purchase food...
- Spectator seating is available on all courts.

HAVE FUN!

