

KOB & QOB Series 2021

This Draw Tournament series is an individual competition open to anyone, however, we may decline your entry due to your skill level in order to keep the series as competitive as possible.

The series will take place on Saturdays from May 29, 2021 thru August 28, 2021. Most Draws will take place Saturday nights. However, we will have several tournaments that will take place on Saturday afternoons. Tournament dates are listed on our website & below.

Overview

- This is an individual competition of sand doubles in the form of a Draw Tournament.
- For the Saturday night draws you must show up by 6:30pm. For the Saturday afternoon draws you must show up by 12:45pm. Spots will be filled on a first come basis. No advance registrations will be accepted.
- You will be matched up with a different partner per game as the schedule dictates.
- Play in as many or as few of these Draws as you want.
- Points will be awarded to the weekly participants and winners.
- Shirts will also be awarded to the weekly 1st place winners per court.
- Each Draw will be it's own tournament. It will be \$20/person/draw. \$10/person will go towards the prize pool. The other \$10/person will go towards the draw management fee.
- The King (males) & Queen (females) of the Beach will have their own prize pools drawn from the participants in each division. We determine that your gender at birth dictates which division you can participate in for the King or Queen Series.
- Unruly or bad sportsmanship will not be tolerated & players who display this will be disqualified & all points will be forfeited.
- No drinks other than water may be brought into our complex. Failure to follow the rules of the VFW for volleyball will result in you being disqualified from the series with your points forfeited. You may bring food in.

Rules

- We will follow the rules of play that are used in the AVP doubles format, with the following exceptions. The scoring will be to 15, 17 or 21pts depending on the number of teams in that night's draw. There is no cap, win by two points. You will play between 8-12 games per tournament, again depending on the number of teams that show up for that night's draw. The schedule determines which side you will play on for the entirety of that game. Far side serves first each game. This tournament series is a call your own games variety, the schedule determines when your team refs (score keeps).
- There will be a link to the AVP rules on our website.
- You will draw a number to determine your spot for the tournament for that day.
- A minimum of 2 courts will be allocated every Saturday night. 4 courts will be available for the afternoon draws. A maximum of 14 players will be allocated per court. If we use more than one court for one bracket, we will equal out the players per court as best as we can.
- If, after, 4 weeks of play the Queen division isn't bringing in enough players, we reserve the right to combine divisions. All prize pool money will be combined with the King division prize pool. The Queen division player's points will transfer to the King's standings. If this merging hasn't occurred by week 5, then there will be 2 divisions for the rest of the series.
- Net height will not be adjusted. The height will be the same as we use for leagues.
- Players are expected to stay until all of their games & scorekeeping duties have been completed for the draw. The failure to do this may disqualify you for any other draws in this series and all points will be forfeited.
- If play has to be canceled due to the weather, the following will apply. Each team's win/loss percentage will be used to determine the top 3 spots for that Draw. No refunds will be given for the unplayed part of the tournament.
- If the weather looks threatening, we will post a weather message no later than one hour before the tournament's start on 314-849-1178 for a full night of cancelations. Canceled tournaments will not be made up.
- We reserve the right to change to cancel any of the Draws with advance notice. We also reserve the right to change the rules as we see fit to make this series more competitive.
- All disputes will be determined by a representative of Concord Sand Volleyball.

Points & Prizes

- Points will be awarded per tournament in the following way. 10pts for a first place finish, 6pts for a second place finish, 3pts for a third place finish and 1 point if you didn't place but just for showing up and playing.
- Points will be accumulated weekly. The top 15 point leaders in each division will be posted online by Thursday of the following week to our website. Accumulated prize pool amounts will be listed too.
- Players will receive points that will accumulate throughout the season. If multiple courts are used, then each court may be it's own tournament & players will receive points for placing in the top 3 spots.
- If there are 2 teams tied for first, the points for 1st & 2nd will be added together & divided by 2 (rounded down, no fractions). If there are more than 2 teams tied for first, the points for 1st, 2nd & 3rd will be added together and divided by the number of teams that are tied (rounded down, no fractions). The same will be done for any ties for 2nd (2nd & 3rd place points will be added together and divided amongst those who are tied). If there are any ties for 3rd place, each player will just receive the one point awarded for showing up.
- The total prize pool will be divided as follows for the top 4 finishers in point totals for each division after the August 28th tournament finale. First place will receive 50%, second place will receive 30%, third place will receive 15% and fourth place will receive 5% of the prize pool in each division.
- A KOB/QOB party with food & drink will be available to the top 10 finishers in each division on August 29, 2021. Prizes will be awarded to the top 4 finishers in each division. Time for this event will be announced later.

Dates for 6:30pm time slots

5/29 6/5 6/12 6/19 6/26

7/3 7/10 7/17 7/24 7/31

8/7 8/14 8/21 8/28

Dates for 12:45pm time slots

5/29 6/12 6/26

7/3 7/17 7/31

8/14 8/28