

2023 NMAA STATE VOLLEYBALL CHAMPIONSHIP INFORMATION

General Information:

- You are allowed 14 uniformed players on the roster. *No more than 20 members of a qualifying team will be permitted to sit on the bench or behind the bench.* This includes players, coaches, managers, administrators, etc. Athletic trainers with credentials are not included in the 20 bench personnel allowance.
- Rosters may not be changed once the tournament has started unless an injury occurs. At that time, a doctor's note will be required if a change to the roster is needed. Final approval from NMAA Executive Director, Sally Marquez, is required.
- Team uniforms need to be legal and consistent with your school colors and follow NFHS uniform rules and guidelines. "Dig Pink" jerseys are not permitted (this is different from a pink libero jersey).
- Team Bag Tags may be picked up at the <u>comp door entrance</u> at Rio Rancho Event Center, and at the front entrance of Bernalillo HS, Rio Rancho HS and Cleveland HS. Participants, managers, athletic trainers, scorekeepers and coaches should be the only ones to enter onto the arena/court floor and must be part of your 20 members. Spectators and administrators must remain in the stands at all locations.
- Bag Tags do not gain entry into the facility. If players/managers are not entering as a team, they must show an ID and have their name in the program in order to gain free entry through the complimentary entry door.
- Bracket play will begin on Thursday of the tournament. Teams not advancing in the winners bracket will move to the consolation bracket and have the opportunity to advance back into the semifinals through a *modified* double elimination bracket. <u>Double elimination will occur</u> <u>through the quarterfinals only</u>. After quarterfinal games, single elimination will be used to advance in bracket play.
- Bus Parking/Team Drop off Areas:
 - Bernalillo High School—Buses will park in the north parking area behind the gymnasium.
 - Cleveland High School—Buses will proceed to the far north area of the parking lot for bus parking.
 - Rio Rancho Event Center—Buses may park in the very top parking lot located on the northwest side of the arena.
 - Rio Rancho High School—Buses will proceed to the far west parking lot (behind the gym) and park near the baseball fields.
- Prior to getting on the court at Rio Rancho Event Center for warm-up, there is an area next to court #4 for your use. Handling the volleyballs on the concourse is prohibited. Warm-up at High School sites will be conducted in the auxiliary gym. Warm-up times on each court prior to each match will consist of 6-6-3 minutes.

- A three ball rotation system and ball shaggers will be utilized for all tournament contests, at all locations.
- Please be courteous and pick up the bench area of used cups, water bottles and other trash after the completion of your match. This will help with keeping the facilities clean throughout the weekend.
- An athletic trainer is on site for your use. If a school trainer is attending, they must have an NMAA Athletic Trainer All-Access Pass in order to receive complimentary entrance into the tournament, and allowed court access with the team.
- Teams will be provided with a water re-fill station in the team bench area.
- Outside food and drinks are not allowed at any of the venues. Please refrain from bringing in coolers, drinks, outside food, etc.
- Noisemakers are permissible except during play, which includes the serve, <u>as long as they</u> <u>do not simulate a whistle or horn</u>. Officials or NMAA administrators have the right to confiscate any noisemaker if not used appropriately.
- Posters, or any display materials may not exceed 12 x12, may not be on a stick/handle (i.e. Fatheads on a stick). Messaging on posters must be positive in nature and follow the *Compete with Class* principles.
- Kukulski Brothers will be selling state tournament merchandise at each venue in Rio Rancho.

Good Luck and remember to Compete with Class!!

Tammy Richards NMAA Director of Volleyball 575.740.0409 Cell