

Volley For Tomorrow Information

Location

Mulligan's Island, 1000 New London Ave, Cranston, RI

Please arrive 15-30 mins ahead of your start time. All registered players will be given a team colored T-shirt that must be worn during this event. Please bring chairs, food, drink, etc.

There are no dogs or smoking allowed at Mulligan's Island.

Playing Rules

This tourney will run exactly like the Guinness Book of World Record Tourney and is considered a practice run.

- Each round the teams play two games to 21 points with no cap, win by 2 points
- Rules are the same as indoor USAV rules with the exception that there is no centerline. You can go under the net as long as you don't interfere with the opponent and do not touch the net.
- Hand sets will not be called as this is an event open to all skill levels
- When the second games reaches the score of 18 points, the next round of teams should be "on deck". This means near the court and ready to enter the court when the match ends.
- There are no warmup on the courts
- There are no times outs on the court
- Marches must start within one minute of the previous match ending.
- Players are welcome to leave water bottles near the courts
- Practice space is on the grass field only
- The golf side team serves. Teams switch sides after the first game.

When a team is refing, only one player needs to sit under the ref tent, blow the whistle for serve and flip score. But the whole team is welcome. When the game is over the ref will write the score into the score book

Playing Schedule

Team 1	Team 2	Score Flipper	Off
Blue	Green	Gold	Purple
Gold	Purple	Blue	Green
Green	Purple	Gold	Blue
Blue	Gold	Purple	Green
Green	Gold	Blue	Purple
Blue	Purple	Green	Gold

Repeat the schedule until the tourney ends. During time block switches, players will be subbed into the games without any cease in play.

Parking

There is plenty of free parking when you enter Mulligan's Island.

Weather

This event is a rain or shine event however we do not play in lightning. We use the WeatherBug APP to make the call for lightning. If the WeatherBug is in green or yellow, we play. If it turns orange, we play but are in "alert". If it turns red, we stop play and resume once it turns orange.