



2018 SunDome Volleyball Festival JV Tournament
Davis High School
 Saturday, September 15th



08:00am	<u>Court 1</u>	<u>Court 2</u>	<u>Court 3</u>	<u>Court 4</u>
09:00am	Washougal v. Toppenish	Ephrata v. Davis	Cascade v. Sunnyside	Kiona-Benton v. East Valley
10:00am	Hermiston v. Connell	Kamiakin v. West Valley C	Eisenhower v. Selah C	King's v. Sunnyside Christian
11:00am	Washougal v. Connell	Ephrata v. West Valley C	Cascade v. Selah C	Kiona-Benton v. Sunnyside Christian
12:00pm	Hermiston v. Toppenish	Kamiakin v. Davis	Eisenhower v. Sunnyside	King's v. East Valley
01:00pm	Connell v. Toppenish	West Valley C v. Davis	Selah C v. Sunnyside	Sunnyside Christian v. East Valley
02:15pm	Hermiston v. Washougal	Kamiakin v. Ephrata	Eisenhower v. Cascade	King's v. Kiona-Benton
02:45pm	Re-seeding	Re-seeding	Re-Seeding	Re-Seeding
03:55pm	Semifinal #1 Seeds	Semifinal #2 Seeds	Semifinal #3 Seeds	Semifinal #4 Seeds
05:05pm	Semifinal #1 Seeds	Semifinal #2 Seeds	Semifinal #3 Seeds	Semifinal #4 Seeds
06:15pm	Semi Losers #1 Seeds	Semi Losers #2 Seeds	Semi Losers #3 Seeds	Semi Losers #4 Seeds
	JV Championship	Finals #2 Seeds	Finals #3 Seeds	Finals #4 Seeds

Coaches: The four teams on each court represent a pool. Schedule Example: The first match on Court 1 is Team 2 **Washougal** vs. Team 4 **Toppenish**, with Team 3 **Connell** officiating. Each pool will follow the playing schedule listed. We will then re-seed into a playoff format based upon pool play records. The seeding of pools is based on last year's results, returning players and an attempt to keep teams from playing within their league. **Welcome to Yakima!**

<u>Court 1</u>	<u>Court 2</u>	<u>Court 3</u>	<u>Court 4</u>
Pool 1	Pool 2	Pool 3	Pool 4
1. Hermiston	1. Kamiakin	1. Eisenhower	1. King's
2. Washougal	2. Ephrata	2. Cascade	2. Kiona-Benton
3. Connell	3. West Valley C	3. Selah C	3. Sunnyside Christian
4. Toppenish	4. Davis	4. Sunnyside	4. East Valley

Schedules

<u>Play</u>	<u>Referee</u>
2 vs. 4	Team 3
1 vs. 3	4
2 vs. 3	1
1 vs. 4	3
3 vs. 4	2
1 vs. 2	4
Playoffs:	
Loser will ref next match.	

