2025 Powerleague Qualifier Schedule 16's Division

Jan. 11

Sportspavilion Lawrence

OUTSIDE CHAIRS, FOOD & COOLERS ARE NOT ALLOWED IN THIS FACILITY

Only coaches with HOA issued credentials will be allowed to coach

	Pool 1 - Court 1, 2	Pool 2 - Court 1, 2	Pool 3 - Court 1, 2	Pool 4 - Court 3, 4	Pool 5 - Court 3, 4	Pool 6 - Court 3, 4
1	KC Power 16-1	Dynasty 16-1	PVA 16-1	MAVS KC 16-1	MAVS 816 16-1	Shockwave 16-1
2	KS Networks 16-2	PVA 16-2	MAVS 816 16-2	KC Power 16-3	573 MO Jrs 16-2	Dynasty 16-2
3	785 Volley 16-1	Club MVP 16-1	KC Voltage 16-1	417 Juniors 16-2	Dynasty 16-3	Kansas Rise 16-1
4	SW Pursuit 16-1	Metro Perform 16-1	Air Cap Aces 16-1	Tamales 16-1	785 Volley 16-2	Highlands 16-1

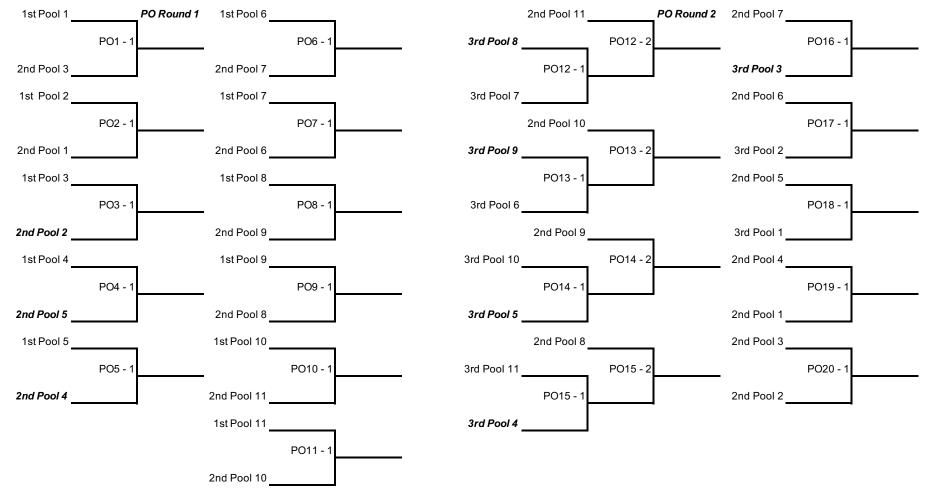
	Pool 7 - Court 5, 6	Pool 8 - Court 5, 6	Pool 9 - Court 5, 6	Pool 10 - Court 7	Pool 11 - Court 8
1	Pohaku 16-1	Invasion 16-1	KC Power 16-2	Man Mayhem 16-1	MAVS KC 16-2
2	573 MO Jrs 16-1	Club North 16-1	Miz Club North 16-1	417 Juniors 16-1	Build Champ 16-1
3	MAVS KC 16-3	913 Athletics 16-1	Elite VBC 16-1	Alpha Academy 16-	Invasion 16-2
4	KS Networks 16-1	JOMO 16-1	KC Power 16-4	Optimum 16-1	Alpha Omega 16-1
5				Build Champ 16-2	913 Athletics 16-2

Seeding is according to final 2023-2024 season ranking in 15's Division

Saturday	SPL	SPL						
Times	Court 1	Court 2	Court 3	Court 4	Court 5	Court 6	Court 7	Court 8
8:00 AM	PI 1 1-4 (PI 2 tm 4)	Pl 1 2-3 (Pl 2 tm 3)	PI 4 1-4 (PI 5 tm 4)	PI 4 2-3 (PI 5 tm 3)	PI 7 1-4 (PI 8 tm 4)	PI 7 2-3 (PI 8 tm 3)	PI 10 1 - 4 (PI 10 tm 2)	PI 11 1 - 4 (PI 11 tm 2)
8:50 AM	PI 2 1-4 (PI 3 tm 4)	PI 2 2-3 (PI 3 tm 3)	PI 5 1-4 (PI 6 tm 4)	PI 5 2-3 (PI 6 tm 3)	PI 8 1-4 (PI 9 tm 4)	PI 8 2-3 (PI 9 tm 3)	PI 10 2 - 5 (PI 10 tm 3)	PI 11 2 - 5 (PI 11 tm 3)
	PI 3 1-4 (PI 2 tm 1)	PI 3 2-3 (PI 2 tm 2)	PI 6 1-4 (PI 5 tm 1)	PI 6 2-3 (PI 5 tm 2)	PI 9 1-4 (PI 8 tm 1)	PI 9 2-3 (PI 8 tm 2)	PI 10 3 - 1 (PI 10 tm 5)	PI 11 3 - 1 (PI 11 tm 5)
	PI 1 3-1 (PI 3 tm 1)	PI 1 2-4 (PI 3 tm 2)	PI 4 3-1 (PI 6 tm 1)	PI 4 2-4 (PI 6 tm 2)	PI 7 3-1 (PI 9 tm 1)	PI 7 2-4 (PI 9 tm 2)	PI 10 4 - 5 (PI 10 tm 1)	PI 11 4 - 5 (PI 11 tm 1)
	PI 2 3-1 (PI 1 tm 3)	PI 2 2-4 (PI 1 tm 2)	PI 5 3-1 (PI 4 tm 3)	PI 5 2-4 (PI 4 tm 2)	PI 8 3-1 (PI 7 tm 3)	PI 8 2-4 (PI 7 tm 2)	PI 10 2 - 3 (PI 10 tm 4)	PI 11 2 - 3 (PI 11 tm 4)
	PI 3 3-1 (PI 2 tm 1)	PI 3 2-4 (PI 2 tm 4)	PI 6 3-1 (PI 5 tm 1)	PI 6 2-4 (PI 5 tm 4)	PI 9 3-1 (PI 8 tm 1)	PI 9 2-4 (PI 8 tm 4)	PI 10 5 - 1 (PI 10 tm 3)	PI 11 5 - 1 (PI 11 tm 3)
	PI 1 4-3 (PI 3 tm 3)	PI 1 1-2 (PI 3 tm 2)	PI 4 4-3 (PI 6 tm 3)	PI 4 1-2 (PI 6 tm 2)	PI 7 4-3 (PI 9 tm 3)	PI 7 1-2 (PI 9 tm 2)	PI 10 4 - 2 (PI 10 tm 1)	PI 11 4 - 2 (PI 11 tm 1)
	PI 2 4-3 (PI 1 tm 4)	PI 2 1–2 (PI 1 tm 1)	PI 5 4-3 (PI 4 tm 4)	PI 5 1-2 (PI 4 tm 1)	PI 8 4-3 (PI 7 tm 4)	PI 8 1-2 (PI 7 tm 1)	PI 10 5 - 3 (PI 10 tm 4)	PI 11 5 - 3 (PI 11 tm 4)
	PI 3 4-3 (PI 2 tm 3)	PI 3 1-2 (PI 2 tm 2)	PI 6 4-3 (PI 5 tm 3)	PI 6 1-2 (PI 5 tm 2)	PI 9 4-3 (PI 8 tm 3)	PI 9 1-2 (PI 8 tm 2)	PI 10 1 - 2 (PI 10 tm 5)	PI 11 1 - 2 (PI 11 tm 5)
							PI 10 3 - 4 (PI 10 tm 2)	PI 11 3 - 4 (PI 11 tm 2)

Pool matches are 2 sets to 25 points, starting at 4-4 All Playoff matches are best 2 out of 3 sets

Numbers 1 and 2 from each pool play one single match to determine who qualifiies for Powerleague 1. Playoff round 1. Losers of Playoff round 1 and the numbers 3 from each pool will play for the 9 spots in Powerleague 2. Playoff round 2 Numbers 4 and 5 from each pool are eliminated after pool play.



First round officiating teams are in Bold Italic

Some teams will have to officiate the match after they won as the loosing team will have to play again.

	Court 1	Ref	Court 2	Ref	Court 3	Ref	Court 4	Ref
+/- 4:00 pm	PO1 - 1	2nd PI 2	PO2 - 1	2nd PI 5	PO6 - 1	3rd PI 3	PO7 - 1	2nd Pl 4
	PO3 - 1	Prev Los	PO4 -1	Prev Los	PO16 - 1	Prev Win	PO5 - 1	Prev Los
	PO20 -1	Prev Win	PO18 - 1	Prev Win	PO17 - 1	Prev Los	PO19 - 1	Prev Los

	Court 5	Ref	Court 6	Ref	Court 7	Ref	Court 8	Ref
+/- 4:00 pm	PO8 - 1	3rd PI 5	PO9 - 1	3rd Pl 4	PO11 - 1	3rd PI 9	PO10 - 1	3rd Pl 8
	PO14 -1	Prev Los	PO15 -1	Prev Los	PO13 - 1	Prev Los	PO12 -1	Prev Los
	PO14 - 2	Prev Los	PO15 - 2	Prev Los	PO13 - 2	Prev Los	PO12 -2	Prev Los