

“Slovácké léto”
Czech Cup Men 3*
Uherské Hradiště
July 3-5, 2026



ORGANIZER	Organized by the Staroměstí šohajcí association on behalf of ÚBV ČVS
VENUE	Masaryk Square, Uherské Hradiště Slovácká Slavia Uherské Hradiště volleyball complex Sokolovna, Staré Město map
CATEGORY	Men
COMPETITION SYSTEM	In accordance with the BV ČVS Competition Rules; matches are played under the valid beach volleyball rules: <ul style="list-style-type: none">- main draw- 24 teams (H24-skup-1KO), at least the 16 best teams according to entry points of the ÚBV ranking, max. 2x DK ÚBV and 6 teams from qualification- qualification - 16 teams (Q16-KO) for a maximum of 16 teams in a knockout system for 6 qualifying places, max. 1x DK ÚBV, max. 1x DKP, max. 1x DKM
SCHEDULE	Fri 3 July - Qualification (start 14:00, Slovácká Slavia, Masaryk Square) Sat 4 July - Main competition (start 08:00, Slovácká Slavia, Masaryk Square, Sokolovna, Staré Město) Sun 5 July - Final day of the main competition (start 09:00, Slovácká Slavia, Masaryk Square) The allocation of individual matches among the venues will be published in the online tournament schedule and results.
REGISTRATION	Standard registration (including payment of the entry fee) no later than Monday 29 June 2026, 20:00 on-line via VIS or until 12:00 via beach@cvf.cz . A registered player under 18 must submit written consent from a parent (legal guardian) for participation in this tournament to the tournament director.
ENTRY FEE	CZK 1,200/team, CZK 1,000/team for qualification only
PRIZE MONEY	CZK 65,000, medals, certificates
GAME BALL	Mikasa BV550C
NUMBER OF COURTS	1 main court (without a warm-up court) - Masaryk Square UH 2 side courts + 1 warm-up court - Slovácká Slavia UH 2 side courts (without a warm-up court) - Sokolovna Staré Město Transport between the playing venues will be provided.
TOURNAMENT DIRECTOR	Jakub Košík, tel.: +420 776 499 429, e-mail: jakub.kosik@centrum.cz
ORGANIZER	Staroměstí šohajcí, association
LODGING	EDUHA , Studentské náměstí 1535, building UH4 (red) - CZK 570/person/night