



Monday West Newton Intermediate League				Last Week 3/30			Overall			Rank
Tm #	Team Name	Captain	Off Nights	W	L	Avg	Wins	Losses	Avg	
1	Team .500	Ross Morrow	None							
2	Big Dig	Pat Bradley	None							
3	Fat Cats	Raymond Chan	None							
4	Blockzilla	Len Livshin	None							
5	Draft Kings	John Kenney	None							
6	Nac Mac Feegles	Laura Sprague	None							
7	Titans	Zack Cone-Roddy	None							
8	Taking Charge	Jim Armstrong	None							
9	Motorboaters	Michael Bradshaw	None							

Renewal deadline for fall session is 8/15

Playoffs are May 18th!

League Play - Each team plays 7 weeks plus playoffs for top all teams. 6 rounds in an evening. Play 4 rounds, ref 2. All rounds are timed and consist of 2 rally point games to 21, start on zero, win by 2, no cap (unless time runs out - then win by 1). One timeout/team/match. Only the losing team may call a timeout in the last 5 minutes.

Player eligibility - Everyone must have valid BSSC membership throughout the entire session or pay the \$25 non-member fee by the 3rd week of the league. Players may be added to the roster up until the third week of the league (Any team using a non-member who hasn't paid the fee or an unrostered player after this point will forfeit all games the team has played). Teams may pick up players from other teams in order to not forfeit or to bring them to full strength. Players can be listed on more than one roster for regular season, but are subject to non-member fees for all rosters they are on.

Coed Rules – Potential penalties if a team has less than 2 women or more than 4 men.

- 1) 2 Women must start on the court at the start of each game – failure to do so is a 3 point penalty per missing woman.
- 2) If at any time during the game a team has more than 4 men on the court it is a 2 point penalty per male (on the court) above 4. This penalty is only assessed the first time a team has 5 men on the court. However, an additional 2 points would be assessed if there is an occurrence of 6 men on the court together.

Numbers of Players – No more than 6 players are allowed on the court at one time. If a team has more than 6 players present, they may choose to do one of the following:

- 1) Have the extra players sit out that game
- 2) Chose 2 players to share a position and substitute them for each other during the game (man for man, woman for woman) – no penalties
- 3) Rotate around in order, maintaining serving order (one player exits the court at right front or left back and another player enters at either serving position or left front). This may cause a team to break coed rule #2 and incur the point penalty.
- 4) If 1 or 2 women are present, keep them on the court at all times, and do not allow them to rotate off the court...this does not maintain service order, but does avoid breaking coed rule #2 and incurring penalties.

If you have fewer than 4 players - forfeit first game, play second after ten minutes and it counts. If you play with 4 players, the server is considered back row. When new players arrive they may come in as soon as they are ready at any position on the court.

Ground Rules - Ceiling (everything painted white), lights, and rope on Court 3 are all above 15 feet is in play on your own side after your team's 1st or 2nd contact. If ball contacts object above 15 feet and goes over the net it is out of bounds. If ball hits something below 15 feet, such as heaters and fire escape, it is dead ball and Referees judgment and a possible replay if someone could have played it. Players may never touch the adjacent court while playing a ball - before, during, or after. Do not stand between courts when waiting to sub in.

Playoffs All teams advance to the playoffs. All are single elimination playoffs, matches are best 2 out of 3; first two rally point games to 21, start on zero, win by 2, no cap (3rd game is rally to 15 points, start on zero, No Cap). One timeout per team per game. All players must have played at least 3 weeks to be eligible. Women rule is increased to a 4-point penalty, otherwise is same as regular season. If you have fewer than 6 players you will give the other team 2 points per missing player, fewer than 4 players equals a forfeit

Eligibility for next league - Teams failing to win 25% of their games for 2 consecutive sessions cannot continue in the league.

Anything not covered - follows USAV Rules, with the exception of incidental nets (Any time you touch the net it is a fault) and centerline (hands & feet must be completely over the line to be a fault. All other body parts that cross the line are a fault) Jewelry rule is followed for watches, large earrings, and long necklaces, or anything considered dangerous. It is suggested that all jewelry be removed except flat wedding bands. . **Also, no hats are to be worn while playing**