

Wednesday Fenway Intermediate League				Last Week			Overall			Rank
Tm #	Team Name	Captain	Off Nights	W	L	Avg	W	L	Avg	
1	Mojo Jojo	Paul Donelan	3/1,3/29,4/26,5/17	0	0	0.0%	0	0	0.0%	
2	Tofu Tasty	Henry Duong	3/1,3/29,4/26,5/17	0	0	0.0%	0	0	0.0%	
3	Spike Squad	Thomas Toupy	3/1,3/29,4/26,5/17	0	0	0.0%	0	0	0.0%	
4	Unknown	Phu Pham	3/1,3/29,4/26,5/17	0	0	0.0%	0	0	0.0%	
5	Beta Blockers	Bryan Stenson	3/1,3/29,4/26,5/17	0	0	0.0%	0	0	0.0%	
6	BAM	Shelley Joseph	3/1,3/29,4/26,5/17	0	0	0.0%	0	0	0.0%	
7	Team Egg	Raini Coffman	3/1,3/22,4/19,5/17	0	0	0.0%	0	0	0.0%	
8	Captain Mags!	Tammy Yu	3/1,3/22,4/19,5/17	0	0	0.0%	0	0	0.0%	
9	The Spike Proteins	Mckenna Heath	3/1,3/22,4/19,5/17	0	0	0.0%	0	0	0.0%	
10	Goldfish	Joshua Williams	3/1,3/22,4/19,5/17	0	0	0.0%	0	0	0.0%	
11	Thunder Cats	Alex Chinn	3/1,3/22,4/19,5/17	0	0	0.0%	0	0	0.0%	
12	Bump&grind	Gregory Hall	3/1,3/22,4/19,5/17	0	0	0.0%	0	0	0.0%	
13	The Volley Ballers	Jenni Nguyen	2/22,3/15,4/12,5/10	0	0	0.0%	0	0	0.0%	
14	Brussels Sprouts	Nicholas Olson	2/22,3/15,4/12,5/10	0	0	0.0%	0	0	0.0%	
15	Nuggets	Cyrus Sabharwal	2/22,3/15,4/12,5/10	0	0	0.0%	0	0	0.0%	
16	Blockzilla	Len Livshin	2/22,3/15,4/12,5/10	0	0	0.0%	0	0	0.0%	
17	We Showed Up	Jessica Steuber	2/22,3/15,4/12,5/10	0	0	0.0%	0	0	0.0%	
18	TeamQuilla	Alex Eydinov	2/22,3/15,4/12,5/10	0	0	0.0%	0	0	0.0%	
19	Calm Your Tips	Maxim Zhiltsov	2/22,3/8,4/5,5/3	0	0	0.0%	0	0	0.0%	
20	Birds with Friends	Jack Saini	2/22,3/8,4/5,5/3	0	0	0.0%	0	0	0.0%	
21	Yikes	Brian Chau	2/22,3/8,4/5,5/3	0	0	0.0%	0	0	0.0%	
22	Hands-free	Alexander Ivkin	2/22,3/8,4/5,5/3	0	0	0.0%	0	0	0.0%	
23	Manamana	Jane Hayman	2/22,3/8,4/5,5/3	0	0	0.0%	0	0	0.0%	
24	Balls!	Timothy Bullock	2/22,3/8,4/5,5/3	0	0	0.0%	0	0	0.0%	

2/22 & 3/1 play is only at Winsor. Starting 3/8 play is at Winsor & Simmons.
Playoffs are May 31st

League Play - Schedule is always subject to change due to weather, facility issues, etc. Each team plays 9 of 12 weeks, plus playoffs for top 16 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. Only the losing team may call a timeout in the last 5 minutes

Player eligibility - Players may be added to the roster up to the week before playoffs. Teams may pick up players from other teams in the league to avoid forfeit or to bring them to full strength. Players can be listed on more than one roster. Anyone who plays with you needs to be on your roster and must have signed the electronic waiver to be eligible to play.

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, lights, wires, raised backboards and anything 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 lowered backboard, 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 Top 16 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. Only players on your roster that have played at least 2 weeks are eligible for playoffs. No picking up players. Women rule is increased to a 4-point penalty. 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. More than 4 men on the court is still 2 points when it happens in each set.

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**