

## YMCA MONDAY VOLLEYBALL SCHEDULE – WINTER 2012

<b>A LEAGUE TEAM</b>	<b>CONTACT NAME</b>	<b>PHONE NUMBER</b>
1. Bucketheads-Court Hogs	Lance Bruhl	715-614-3260
2. Fatal Attraction	Kristi Erikson	715-499-1686
3. Fashingbauer Construction	Luke Fashingbauer	715-892-2819
4. Big Daddys: Run Boy Run!	Val Ory	715-360-9109
5. Bucketheads I	Scott Rathbun	715-490-1479
6. Team 6	Sara Specht	715-282-6557
7. Bucketheads	Jon Wetterau	715-362-3545
8. Weight Lifting Fairies	Jody Rappley	715-490-2266
9. Team 17	Dan Woller	920-716-2561
10. SMASH	Colin Schmidt	715-490-2595
11. Bucketheads II	Chad Westfahl	715-499-2137

<b>B LEAGUE TEAM</b>	<b>CONTACT NAME</b>	<b>PHONE NUMBER</b>
1. Bucketheads-Bottom Feeders	Neal Baudin	715-362-6824
2. Bucketheads 5	Robin Capen	715-525-9204
3. Birchwood	Samantha Mahner	715-550-1506
4. Potlickers	Nathan Nuskievicz	715-482-1133
5. YMCA	Dan Burmeister	715-518-3105
6. CC's	Christine Heft	715-282-6676

<b>A League Court 1</b>	<b>6:00-6:45</b>	<b>6:45-7:30</b>	<b>7:30-8:15</b>	<b>8:15-9:00</b>	<b>8:15-9:00 Court 2 (B)</b>	<b>BYE</b>
<b>1/9</b>	10 v 7	8 v 6	3 v 1	9 v 4	5 v 2	11
<b>1/16</b>	1 v 9	2 v 7	6 v 4	3 v 5	11 v 10	8
<b>1/23</b>	6 v 5	11 v 9	4 v 10	1 v 7	8 v 3	2
<b>1/30</b>	2 v 11	3 v 7	8 v 4	10 v 6	5 v 9	1
<b>2/6</b>	11 v 1	4 v 5	6 v 2	7 v 8	9 v 10	3
<b>2/13</b>	9 v 6	3 v 11	10 v 1	5 v 7	8 v 2	4
<b>2/20</b>	10 v 8	2 v 4	5 v 11	1 v 6	3 v 9	7
<b>2/27</b>	8 v 11	9 v 2	10 v 5	7 v 4	1 v 3	6
<b>3/5</b>	2 v 3	1 v 5	4 v 11	6 v 8	7 v 9	10
<b>3/12</b>	6 v 7	9 v 8	3 v 10	4 v 1	11 v 2	5
<b>3/19</b>	4 v 3	11 v 6	2 v 1	5 v 8	7 v 10	9
<b>3/26-4/2</b>	Double Elimination Tournament					

<b>B League Court 2</b>	<b>6:00-6:45</b>	<b>6:45-7:30</b>	<b>7:30-8:15</b>	<b>8:15-9:00</b>
<b>1/9</b>	6 v 4	1 v 5	2 v 3	A League
<b>1/16</b>	2 v 1	3 v 6	4 v 5	A League
<b>1/23</b>	5 v 3	4 v 1	6 v 2	A League
<b>1/30</b>	1 v 6	5 v 2	3 v 4	A League
<b>2/6</b>	2 v 4	3 v 1	6 v 5	A League
<b>2/13</b>	1 v 2	6 v 3	5 v 4	A League
<b>2/20</b>	3 v 5	1 v 4	2 v 6	A League
<b>2/27</b>	4 v 2	5 v 6	1 v 3	A League
<b>3/5</b>	5 v 1	4 v 6	3 v 2	A League
<b>3/12</b>	4 v 3	2 v 4	6 v 1	A League
<b>3/19-3/26</b>	Double Elimination Tournament			

## Explanation of Levels

- **A-League:** Consists of the very best players in the area. Hard hitting is expected. Co-Ed rules apply, no Ghost rule application and jump serving is legal.
- **B-League:** Consists of some very good players. Some harder hitting can be expected, but not as hard as A-league. Co-Ed rules apply. A League Roster Men may not play/sub on a B League Team, women may.

## The Ghost Rule

- The Ghost by rule is usually only used in coed volleyball. In the case of the YMCA we use it in the place of a missing female player when you have more men on the court than women. We did this to keep teams from trying to gain an advantage by playing with less women than men. The Ghost is designed to represent that female player as she rotates around the floor. All the Ghost does is saves that spot and keeps it free. Some confusion can occur when the ghost enters the front row. When the ghost enters the front row a team can now only have 2 front row attackers. One mistake that teams make in this situation is to bring the next guy into the front row and use him as a hitter. This would be illegal since you cannot have 4 front row attackers. The way some teams got around the ghost in the front row was to use a player from the back row to come into the front row and set. This is permitted by the ghost rule since that player is not being used as an attacker. This back row player is allowed to play in the front row after the ball is served, but they cannot attack or block the ball. The Ghost is also not allowed to serve. A team simply loses control of the serve, but is not penalized any points for the ghost serve.

## General Rules

- 1) Teams will consist of at most 6 players and at least 4.
- 2) Teams will be coed, which means you may not play with more men than women. You may play with 3 men and 2 women, however a ghost rule would then be enforced. A ghost would only apply to women and you could only have one ghost. A ghost would be a vacant spot where your 3<sup>rd</sup> girl was supposed to be. Your team then loses the serve (but not a point) when it comes time for your ghost to serve.
- 3) The ceiling and lights are in play as long as the ball stays on your side of the net, or would come down in bounds.
- 4) A game consists of scoring to 21 points, a team must win by 2, or the first to 25. Rally scoring is used.
- 5) Two time outs of 30 seconds per team per game are allowed.
- 6) The server may serve anywhere along the end-line.
- 7) Players may not block or attack the serve.
- 8) Jump serving is not allowed in B League.
- 9) Teams have to stay in rotation and the server must always stay in the back row.
- 10) All team members must be listed on the team roster prior to participation. A maximum of 12 players are allowed per team. A team roster will remain open until all 12 slots are filled. No one can be added after the last night of regular season play.
- 11) It will be up to the YMCA staff to decide if a player does not fit in any one particular level.
- 12) Teams are expected to call the YMCA at least 3 hours prior to league start time if they are going to forfeit.
- 13) Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with an appropriate bandage. If there is any blood on clothing, the clothing must be changed.
- 14) All participants must wear non-marking shoes.
- 15) Team captains are responsible for knowing all the league rules and relaying them to all of their team's members. Any questions about league rules must be made by the team captain.
- 16) Excellent sportsmanship is expected of all participants and employees. Players are expected to cooperate fully with all YMCA guidelines. Players are expected to cooperate with program leaders, officials, other team members, and be respectful to others at all times.
- 17) No aggressive behavior will be tolerated.
- 18) If a player displays inappropriate behavior or uses inappropriate language, that player will receive a warning and could be ejected from further play.
- 19) All teams will be expected to show up at the time of their scheduled start time. Teams who habitually show up late may be asked to forfeit their first game.
- 20) Other than the above expectations, official WIAA rules will be followed.