

BIG JOHN'S CAPTAIN'S MEETING NOTES – COVERING THE MOST OFTEN ASKED QUESTIONS

- Tier/ladder system & weekly game play:
 - Each team will be assigned a unique rank every week.
 - Teams will play one best of 5 match each week.
 - There is a 2-week rotation in a Tier of 4 teams.
 - On the first week, team 1 plays team 2 and team 3 plays team 4.
 - On the second week, the 2 teams in each tier that won their matches the week before play each other, and the two teams that lost their matches play each other.
 - The winner of the 2 winners moves up a tier. The loser of the 2 losers moves down a tier.
- There will be no ties in a week. You must always leave the gym knowing whether you won or lost.
- Teams must have 6 players on the court at all times.
- Mixed is 3 & 3 or 4 girls & 2 guys.
 - Substitutions must be of the same sex.
 - Only 1 Libero in mixed, and can only go in for the same sex.
- In most cases, you should check the schedule several days in advance as well as the day of your game to confirm where & when you are playing.
- Notices for game changes will usually be posted on the affected division's page; in most cases, a week or two in advance.
 - Make up games due to gym cancellations are usually played the same week (in most cases Wednesdays or Fridays); you must field a team for these games or you will endure the consequences of a default.
- Matches need to start on time.
- For any and all time rules, the clocks on cell phones will be used to determine the correct time; this applies to both time caps and game defaults.
- Each gym has a time cap, that is, a specific time by which we need to be out of the gym.
 - Soft Time caps apply to the 1st match of the night in the gym -- so that that match 2 can get started with minimal delay.
 - Hard cap rules apply to the 2nd or last match in the gym.
 - All the binders in the gyms will have a list of the time caps as they apply to each gym; they also include specifications as to how the time caps are to be applied. Copies also available on the website.
- At match START TIME, Teams must be ON THE COURT, READY TO PLAY. Failure to do so will result in a game default.
 - Second game default occurs 10 minutes after match start time.
 - Third game default (and match default) occurs 20 minutes after the scheduled start of the match.
 - Defaulting team is double dropped in the standings (i.e. moved down 2 spots regardless of week).
- All teams must be in uniform by Canadian Thanksgiving (Oct. 13/2008). Uniform guidelines are:
 - Matching shirts (NO TAPE JOBS) and no "kinda-matching shirts" – e.g. royal blue and navy blue are not the same color!!
 - 15cm number on the back, 8cm number on front.
 - No 0's, leading zero's (007), decimals, symbols like π or numbers > 99
 - A shirt must be assigned to a single player for the duration of play on a league night. This shirt may not be used by any other player on that night.
- Each team should have a game ball.
- Maximum of 15 players on your team's roster; No transfers, removals or trades between rosters.
- To be eligible to play in the playoffs, each player MUST play 10 weeks of the regular season. The qualifying tournament is counted as 1 week towards eligibility for players who were on the roster at that time. In exceptional circumstances, you may apply to the executive to have an ineligible player play in the playoffs. This player must have already played at least 4 weeks with that team.
- Captains need to login and enter their results and player eligibility weekly.
- Spares are players who are not on your roster but who step in and play for you for up to 2 nights. On the third night, they must be added to your roster.
 - Spares must fill in a Waiver EVERY time they play for you.
 - Spares must NOT be on any other team's roster in the division in which he/she spares.
 - Spares may not play for more than one team per night.
 - Improper use of spares will result in a default of those games played.
- Please report any and all incidents; there are sheets in the binders to be filled out an e-mail should be sent to john@ocvl.com
- Team bond of \$150 is used to cover your fines.
 - Default = \$10, \$10 and \$20
 - Shirt Violations = \$5 per player per night (max \$15/night).
 - Refusing to provide a Scorer = \$10/match
 - Not doing setup/takedown = \$20
- Every team makes the playoffs
 - Playoff ranking is based on your team's average position for the last 12 weeks of the regular season.