

WESTSIDE VOLLEYBALL

WINTER 2018

www.westsidevolleyball.com

TUESDAY - FAIRFAX

CO-ED & REVERSE

APPLICATIONS ARE AVAILABLE
FOR NEXT SEASON

NOTIFICATIONS:

- INITIAL ROSTER CHECK SHEET FIRST NIGHT
- LAST NIGHT TO MAKE ROSTER CHANGES FOR ALL TEAMS: **FEB 27**
- Additional reffing assignments may be scheduled, and playing assignments may be changed by director
- Do not change reffing or playing assignments
- FIRST MATCH: 7:30 PM**
- 1ST FORFEIT: 7:38 2ND FORFEIT: 7:42**
- TEAMS IN LAST MATCH MUST TAKE NETS DOWN & POLICE GYM FOR TRASH
- Teams will be penalized for incorrect score
- SET-UP TEAMS: 2 PLAYERS BY 6:50 PM
- INITIAL SCORE SHEETS AFTER EACH MATCH!!!
- CHECK POSTED SCHEDULES FOR CHANGES
- BORROW ONLY ONE PLAYER AT ALL TIMES

REVERSE CO-ED

- | | |
|------------------|----------------|
| 1 Schwetty Balls | Wagner, Becky |
| 2 Young-sters | Young, Ray |
| 3 Where's Naoto? | Tashiro, Naoto |
| 4 For me?? | Zucker, Alan |

REGULAR CO-ED

- | | |
|--------------------|-----------------|
| 5 That'swhatsheset | Wong, Ernest |
| 6 Dole Whip | Martinez, Alana |
| 7 Team Shippee | Beckier, Jordan |

GYM DIR: Ray Young

wvb.ray@gmail.com

EXEC DIR: Harry Gunthe: 626-810-5862

hgwestsidevb@gmail.com

SET-UP

at gym by

6:50PM

COURT 1

COURT 2

COURT 3

BYES REF REF REF

1. FEB 6	1		5 - 7 6	3 - 4 2
SET UP:			6 - 7 5	2 - 3 4
3			5 - 6 7	2 - 4 3
2. FEB 13	2	5 - 6 7	3 - 4 1	
SET UP:		5 - 7 6	1 - 4 3	
5		6 - 7 5	1 - 3 4	
3. FEB 20	3	Reg teams play under rev rules	5 - 7 6	1 - 2 4
SET UP:			5 - 6 7	2 - 4 1
2			6 - 7 5	1 - 4 2
4. FEB 27	4	6 - 7 5	1 - 2 3	
SET UP:		5 - 6 7	2 - 3 1	
6		5 - 7 6	1 - 3 2	

LAST NIGHT FOR ROSTER CHANGES - FEB 27

5. MAR 6	1		5 - 7 6	2 - 4 3
SET UP:			6 - 7 5	3 - 4 2
7			5 - 6 7	2 - 3 4
6. MAR 13	2	6 - 7 5	3 - 4 1	Reg teams play under rev rules
SET UP:		5 - 7 6	1 - 4 3	
4		5 - 6 7	1 - 3 4	
7. MAR 20	3		5 - 6 7	1 - 2 4
SET UP:			5 - 7 6	2 - 4 1
1			6 - 7 5	1 - 4 2
8. MAR 27	4	6 - 7 5	1 - 3 2	
SET UP:		5 - 7 6	2 - 3 1	
5		5 - 6 7	1 - 2 3	

FINALS REGULAR FINALS REVERSE

9. APR 3
SET UP:
TBA