

Ladies Volleyball League 2024-2025 - Online Version

SNOW Days – in case of inclement weather and school snow day permit @ LCVI will be cancelled automatically and will add days on the end of the schedule to make-up if possible. Cancellations posted on club social media!

Notes & Rules

- Teams will play 3 games to 25 (win by 2 with a cap of 27) (rally point) (Pending gym permit time).
- Teams are responsible for refereeing and scorekeeping their own games, please be fair! If teams cannot agree on a call then re-serve the point.
- Both feet must completely cross the centre line to be a violation, unless it impedes the opposing player.
- All regular volleyball rules apply.
- Game Balls will be provided by BGCK Staff.
- At the end of the match both team captains or designates need to record scores on clipboard & initial.
- In order to play all players must be on a team roster and complete and submit a waiver form.
- After season begins to add new players to your team's roster the team captain must submit player name, and waiver form at least 1 week prior to playing in their first game. BGCK staff will confirm with team captain player has been added to their roster and start date added player can play.
- February 3 is the final date that new players can be added to a team roster for the 2024-2025 season.
- Regular players can only be on one team roster. Sub players can be on more than one team roster but can only play for one team in the playoffs.
- Teams must have a minimum of 3 players or they would forfeit their games. If teams are short players night of then they can borrow a player from another team to make 4 for regular season only.
- After 10 minutes if teams don't have 3 players the first game is forfeited, after 20 minutes all games are forfeited.
- If a team forfeits more than one time during the season they will be subject to possible removal from the league, there are several teams on the waiting list and interested in playing.
- Players are only eligible to play in play-offs if they have played with that team in regular season for a minimum of 1 week/match during the regular season. (Please be fair, honor system)!
- For playoffs, if a sub player is on more than one roster then prior to start of playoffs they are required to declare which team they are playing for during playoffs.
- We will have two divisions of six, the top six in the A division, next 6 teams will make up the B Division. After five weeks of play the teams will be re-assigned based on how well they did in the five weeks. After every five week rotation the top two teams in the B division will advance up to the A division and the bottom two teams in the A division will move down to the B division. Standings will be kept for the duration of the season, and you will be awarded points on how you finished in each round of play. From A1- 12 points to B6-1 point.

If there are any concerns regarding the league or a particular match please do not hesitate to talk to Trevor Tompkins @ ttompkins@bgckl.com or (705) 324-4493 ext.217!

LOCK COMBO: 49-30-9

- *TEAMS PLAYING THE LATE GAMES ARE RESPONSIBLE FOR PUTTING THE NETS, AND POLES AWAY.
- *PLEASE FINISH GAMES ON TIME! THE 6:30 PM GAMES MUST BE COMPLETED BY 7:45 PM, NO EXCEPTIONS.
- *WE MUST FINISH THE 7:45 PM GAME NO LATER THAN 8:45 PM!

Revised Regular Season Schedule – January 30, 2025

Date	Time	Left Side	Right Side
Jan 13 March 3	7:00 pm	B2 vs B5	A2 vs A5
	8:00 pm	B1 vs B6	A1 vs A6
	9:00 pm	B3 vs B4	A3 vs A4
Jan 20 March 17	7:00 pm	B1 vs B5	A1 vs A5
	8:00 pm	B6 vs B4	A6 vs A4
	9:00 pm	B3 vs B2	A3 vs A2
Feb 3 March 24	7:00 pm	B1 vs B4	A1 vs A4
	8:00 pm	B5 vs B3	A5 vs A3
	9:00 pm	B2 vs B6	A2 vs A6
Feb 10 March 31	7:00 pm	B4 vs B2	A4 vs A2
	8:00 pm	B1 vs B3	A1 vs A3
	9:00 pm	B5 vs B6	A5 vs A6
Feb 24 April 7	7:00 pm	B3 vs B6	A3 vs A6
	8:00 pm	B1 vs B2	A1 vs A2
	9:00 pm	B4 vs B5	A4 vs A5

Make up dates in case of inclement weather: May $\mathbf{5}^{th}$, May $\mathbf{12}^{th}$.

Play-offs

Playoff Dates are April 14th and April 28thth. Bracket TBA

Prize Money!
A Champion \$100
B Champion \$100
C Champion \$100