

new 4 team Put gym Here

Team Responsibilities

Ensure the End OF Night (total Points, Ranking) are completed and verified
 Ensure the score of each match is recorded. If no score is marked a zero will be assumed
 Once sheet is handed in It will be considered final. No changes will be made

General responsibilities

No matter when a match begins, it is to end at the scheduled time.
 A 4-minute warning will be given: an unfinished first game becomes a single-game match.
 Take only 1 minute to change courts and begin the next match. NO EXTRA WARMUPS PLEASE
 Winner of the first game of the last match takes down and stores the nets.

Team D responsibilities

Sets clock and coordinates continuation by captains
 Final cleanup and lockup
 Print gym package (this score sheet) and bring to the gym

Winning team responsibilities

Winner of the tier is responsible for returning the completed score sheet to the league executive via email to scores@smva.ca Please make sure any notes on the front or back of the sheet are included.

4-Team Shedule: 3-games per match		
Time	Court 1	Court 2
7:20 - 8:10	A vs C	B vs D
8:12 - 9:00	A vs D	B vs C
9:02 - 9:50	A vs B	C vs D
Set clock at 45 minutes +4 minutes		
Games 1&2 start at 4 points, Game 3 at 0		

2 up, 2 down

A and B setup courts

	Team	A	B	C	D	Running Total	End of Night Results		Do not write in this column
							Total Points	1st, 2nd, etc	
A		X							
B			X						
C				X					
D					X				

Officials

#1

#2

Signature

Old 4 team Blank Put gym Here

Team Responsibilities

Ensure the End OF Night (total Points, Ranking) are completed and verified
 Ensure the score of each match is recorded. If no score is marked a zero will be assumed
 Once sheet is handed in It will be considered final. No changes will be made

General responsibilities

No matter when a match begins, it is to end at the scheduled time.
 A 4-minute warning will be given: an unfinished first game becomes a single-game match.
 Take only 1 minute to change courts and begin the next match. NO EXTRA WARMUPS PLEASE
 Winner of the first game of the last match takes down and stores the nets.

Team D responsibilities

Sets clock and coordinates continuation by captains
 Final cleanup and lockup
 Print gym package (this score sheet) and bring to the gym

Winning team responsibilities

Winner of the tier is responsible for returning the completed score sheet to the league executive via email to scores@smva.ca Please make sure any notes on the front or back of the sheet are included.

4-Team Shedule: 2-games per match		
Time	Court 1	Court 2
7:20 - 7:45	A vs D	B vs C
7:47 - 8:10	A vs C	B vs D
8:12 - 8:35	A vs B	C vs D
8:37 - 9:00	B vs C	A vs D
9:02 - 9:25	B vs D	A vs C
9:27 - 9:50	C vs D	A vs B
Set clock at 21 minutes +4 minutes		
First games start at 4 points		

2 up, 2 down

Equipment

A and B setup courts

	Team	A	B	C	D	Running Total	End of Night		DO NOT write in this column
							Total Points	1st, 2nd, etc	
A		X	X	X	X				
B		X	X	X	X				
C		X	X	X	X				
D		X	X	X	X				

Officials

Signature

#1

#2

6 team put gym here

Team Responsibilities

Ensure the End of Night (total Points, Ranking) are completed and verified
 Ensure the score of each match is recorded. If no score is marked a zero will be assumed
 Once sheet is handed in It will be considered final. No changes will be made

General responsibilities

No matter when a match begins, it is to end at the scheduled time.
 A 4-minute warning will be given: an unfinished first game becomes a single-game match.
 Take only 1 minute to change courts and begin the next match. **NO EXTRA WARMUPS PLEASE**
 Winner of the first game of the last match takes down and stores the nets.

Team D responsibilities

Sets clock and coordinates continuation by captains
 Final cleanup and lockup
 Print gym package (this score sheet) and bring to the gym

Winning team responsibilities

Winner of the tier is responsible for returning the completed score sheet to the league executive via email to scores@smva.ca Please make sure any notes on the front or back of the sheet are included.

6-Team Schedule: 2-games per match				
Time		Court 1	Court 2	Court 3
7:20 - 7:50		B VS D	E VS F	A VS C
7:52 - 8:20		A VS F	E VS B	D VS C
8:22 - 8:50		D VS E	C VS F	A VS B
8:52 - 9:20		E VS C	A VS D	B VS F
9:22 - 9:50		B VS C	A VS E	D VS F
Set clock at 26 minutes +4 minutes				
First games start at 4 points				

2 up 2 down

A and B and E setup courts

	Team	A	B	C	D	E	F	Running Totals	End of Night Results		Do not write in this column
									Total Points	1st, 2nd, etc	
A		X									
B			X								
C				X							
D					X						
E						X					
F							X				

60

Officials

#1

#2

#3

Signature

5 team put gym here

Ensure the End of Night (total Points, Ranking) are completed and verified
Ensure the score of each match is recorded. If no score is marked a zero will be assumed
Once sheet is handed in It will be considered final. No changes will be made

General responsibilities

No matter when a match begins, it is to end at the scheduled time.
A 4-minute warning will be given: an unfinished first game becomes a single-game match.
Take only 1 minute to change courts and begin the next match. **NO EXTRA WARMUPS PLEASE**
Winner of the first game of the last match takes down and stores the nets.

Team D responsibilities

Sets clock and coordinates continuation by captains
Final cleanup and lockup
Print gym package (this score sheet) and bring to the gym

Winning team responsibilities

Winner of the tier is responsible for returning the completed score sheet to the league executive via email to scores@smva.ca Please make sure any notes on the front or back of the sheet are included.

5-Team Shedule: 2-games per match				
Time		Court 1	Court 2	Sitting
7:20 - 7:50		A vs C	B vs D	E
7:52 - 8:20		A vs D	C vs E	B
8:22 - 8:50		B vs C	A vs E	D
8:52 - 9:20		B vs E	C vs D	A
9:22 - 9:50		A vs B	D vs E	C

Set clock at 26 minutes +4 minutes

2 TEAMS UP
2 TEAMS DOWN

	Team	A	B	C	D	E	Running Total	End of Night		gym next week
								Total Points	Rank	
A		X								
B			X							
C				X						
D					X					
E						X				

40

Officials

Signature

#1

#2

7 team put gym here

Team Responsibilities

Ensure the End of Night (total Points, Ranking) are completed and verified
 Ensure the score of each match is recorded. If no score is marked a zero will be assumed
 Once sheet is handed in it will be considered final. No changes will be made

General responsibilities

No matter when a match begins, it is to end at the scheduled time.
 A 4-minute warning will be given: an unfinished first game becomes a single-game match.
 Take only 1 minute to change courts and begin the next match. NO EXTRA WARMUPS PLEASE
 Winner of the first game of the last match takes down and stores the nets.

Team D responsibilities

Sets clock and coordinates continuation by captains
 Final cleanup and lockup
 Print gym package (this score sheet) and bring to the gym

Winning team responsibilities

Winner of the tier is responsible for returning the completed score sheet to the league executive via email to scores@smva.ca
 Please make sure any notes on the front or back of the sheet are included.

7-Team Shedule: 2-games per match				
Time	Court 1	Court 2	Court 3	Sit
7:20 - 7:40	C vs E	D vs F	B vs G	A
7:41 - 8:01	D vs E	A vs G	C vs F	B
8:02 - 8:22	D vs G	A vs F	B vs E	C
8:23 - 8:43	B vs F	C vs G	A vs E	D
8:44 - 9:04	F vs G	B vs C	A vs D	E
9:05 - 9:25	A vs C	E vs G	B vs D	F
9:26 - 9:46	A vs B	C vs D	E vs F	G
Set clock at 17 minutes + 4 minutes				

2 TEAMS UP
 2 TEAMS DOWN

	Team	A	B	C	D	E	F	G	Running Totals	End of Night		gym next week
										Total Points	Rank	
A		X										
B			X									
C				X								
D					X							
E						X						
F							X					
G								X				

Officials

#1	
#2	
#3	

Signature
