



## Division: Mixed 6's

Games are best of 3 sets and rally point to 21 points. Team must win by 2 points with a cap at 25 points. At least one match of three games is played per night. Each game is pro rated to a max. of 25 points with a max. total point score of 75 points per night - each match is expected to be about one hour.

Any team that forfeits or defaults one or more games receives a lowest possible score of 7 points per game. The opposing team will in turn receive 21 points per games missed.

Games are forfeited as follows:

15 min after call to start game 1 = game 1 forfeited  
30 min after call to start game 2 = game 2 forfeited  
45 min after call to start game 3 = game 3 forfeited

- 3 hits allowed per side, block does not count as a hit
- All boundaries, meshing around court, roofs, poles, etc., are out of bounds
- Ball is in if it makes any contact with the boundary lines.
- Both teams are responsible for ensuring that the boundary lines are straight.
- Absolutely no receiving of serve with a volley
- Serves cannot be received with two hands that are not connected
- No spiking, blocking, or volleying a serve
- Ball may be hit with any part of the body
- Players must maintain service rotation
- You may serve anywhere along the back line within the sidelines
- 5 Serve Maximum per player is in effect.
- Players are allowed 2 tosses of the ball to serve as long as there is no contact on the first attempt
- A serve that catches the top of the net and continues over to the opponents side is allowed providing it is within boundary lines
- Any flagrant net contact or net contact affecting the play of the ball will result in a side out for the opposing team
- If the net is pushed into you it is not a net violation on you
- Players are allowed to cross under the net as long as they do not interfere with the opposing players
- Substitutions are allowed if the player is:
  - A) On the roster
  - B) Pays a \$7.00 sub fee
  - C) Plays on a team from the same night of equal or skill level or lower, in which case both captains must agree
- Teams must have two women on the court at all times unless playing short-handed with five players, in which case only one women is necessary
- Captains are responsible for recording and verifying scores on clipboards,
- In order to be eligible to play in the playoffs, each player must be on the team roster and have played at least three games in the session, any players that are not on the roster before their first playoff game cannot play in the playoffs
- Scores from the first nine weeks determine playoff position
- Playoffs start at seven pm and continue through the evening, all players should be prepared to compete for the evening



## Division: Mixed 4's

Games are best of 3 sets and rally point to 21 points. Team must win by 2 points with a cap at 25 points. At least one match of three games is played per night. Each game is pro rated to a max. of 25 points with a max. total point score of 75 points per night - each match is expected to be about one hour.

Any team that forfeits or defaults one or more games receives a lowest possible score of 7 points per game. The opposing team will in turn receive 21 points per games missed.

- 3 hits allowed per side, block does not count as a hit
- All boundaries, meshing around court, roofs, poles, etc., are out of bounds
- Ball is in if it makes any contact with the boundary lines.
- Any player who participates in a reckless manor runs the risk of suspension from game by Hangar staff if the staff believe they could cause injury to themselves or someone else, one warning may or may not be given
- Both teams are responsible for ensuring that the boundary lines are straight.
- Absolutely no receiving of serve with a volley
- No volleying over the net, this will result in a side-out for the opposing team
- Serves cannot be received with two hands that are not connected
- Open handed digs and double-hits ARE LEGAL only when receiving a HARD DRIVEN ball
- A hard driven ball is classified as a ball hit with a full swing with very little arc
- When serving, any contact between server and the back court line is NOT ALLOWED and results in a side-out for the opposing team, this is called a "foot fault"
- No spiking, blocking, or volleying a serve
- Ball may be hit with any part of the body
- Players must maintain service rotation, but players do not have to rotate position
- You may serve anywhere along the back line within the sidelines
- Players are allowed 2 tosses of the ball to serve as long as there is no contact on the first attempt
- A serve that catches the top of the net and continues over to the opponents side is allowed providing it is within boundary lines
- When the ball is traveling over any net, fixed with two antennae, it must cross between the antennae without contact
- Any net contact at all will result in a side out for the opposing team
- If the net is pushed into you it is not a net violation on you
- Players are allowed to cross under the net as long as they do not interfere with the opposing players
- Substitutions are allowed if the player is
  - A) On the roster,
  - B) Pays a \$7.00 sub fee,
  - C) Plays on a team from the same night of equal or skill level or lower, in which case both captains must agree
- If there are only two players present from the roster than only ONE sub is allowed and the team must play short-handed with three players
- If a team cannot field at least two players from it's roster than the team defaults
- Teams must have one women on the court at all times even when playing short-handed with only three players
- Captains are responsible for recording and verifying scores on clipboards
- In order to be eligible to play in the playoffs, each player must be on the team roster and have played at least three games in the session, any players that are not on the roster before their first playoff game cannot play in the playoffs
- Scores from the first nine weeks determine playoff position
- Playoffs start at seven pm and continue through the evening, all players should be prepared to compete for the evening