

Team	Wins	Losses	6:20pm		7:20pm	
			Date	CT 1	CT 2	Ct 1
1 Red			Dec 4th	3 v 4	7 v 8	1 v 2 5 v 6
2 Green			Dec 11th	1 v 3	2 v 4	5 v 8 6 v 7
3 Purple			Dec 18th	7 v 8	1 v 5	4 v 6 2 v 3
4 Black			Jan 8th	4 v 5	3 v 8	2 v 7 1 v 6
5 Gray			Tournament Jan 15th			
6 White						
7 Blue						
8 Orange						

	Dec 4th	Dec 11th	Dec 18th	Jan 8th	Jan 15th
Red	Green	Purple	Gray	White	Tournament
Green	Red	Black	Purple	Blue	
Purple	Black	Red	Green	Orange	
Black	Purple	Green	White	Gray	
Gray	White	Orange	Red	Black	
White	Gray	Blue	Black	Red	
Blue	Orange	White	Orange	Green	
Orange	Blue	Gray	Blue	Purple	

League Rules

1. 10-minute practice / 3 timed games (15 min running clock, no cap on points)
2. Servers are limited to 2 attempts; 3rd attempt transitions to coaches toss (cap of 5 total points)
3. Coaches are awarded one two-point ball per game
4. Coaches are awarded one replay per night (cannot be used during a two-point ball)
5. Teams are awarded 2 timeouts night (music takeover to the team's song)
6. If a team is winning with a difference of plus 5 points the coach may jump onto the court to help close the gap (once points are within 5 points the coach is no longer eligible)
7. Service location is determined per coach (situational to the player)