



## 2010 VOLLEYBALL APPLICATION INFORMATION

Please read this information thoroughly and complete all the information requested on the team application and contract cards. Doing so will save you time during registration. *Thank you.*

### PACKET

Contents include a program overview; eligibility policy; one team application card (green for men, orange for women and coed); twelve resident contracts (white for men, blue for women) and four nonresident contracts (pink).

### TEAM APPLICATION CARD

This information is very important for placing your team on a night, in a league, mailing schedules to you, and reaching you by phone in special situations. Please fill it out completely.

- Sport:**
  - Men's, Women's or Coed
  - Power or Intermediate (see enclosed yellow Program Overview for levels of play)
- Team Name:** Needed for identification. If you do not have a sponsor when registering, list a team name for identity. It can be changed before schedules are printed in mid August or during the season.
- Manager:** Used for mailing and phone messages when necessary. Please list business extension number, if applicable. Manager is responsible for players' eligibility.
- Co-manager:** List someone accessible by phone during the day when we cannot contact the manager. Can sign contracts in lieu of manager.
- League Desired:** What league do you feel you could finish with a .500 winning percentage? *Please refer to page 4 and select a league number and corresponding night of play. Please don't rate your team too low, as it makes games less enjoyable for those you defeat by large margins.*
- Last Year's Team Name:** List if half or more of the team is returning; how many? If new team, indicate "NEW".
- Record and Strength:** If a returning team, indicate total wins and losses from previous season. Is your team stronger or weaker?

8. **Days:** Power and Intermediate levels of play may not be offered Monday through Thursday in your desired division of play. ***Please check page 4 carefully and select a league number and corresponding night of play that fits the level of play your team desires.***  
Then rate Monday through Thursday with 1 for your first choice, through 4 for your last. *Very few gyms are available Tuesdays & Thursdays due to high school matches. We cannot guarantee a night of play.*  
The order you register in has no bearing on getting your choice of night. We will assign you to your 1st or 2nd choice whenever possible. **If you get your 1st or 2nd choice, changes will not be considered.**
9. **Area of Play:** Check East or West. If it doesn't matter, check "Either". We do take this into consideration when scheduling, but there is not a 50/50 balance of east vs. west side gyms.
10. **Comments:** Explain anything that will help us schedule your team, such as night and time requests. (Attach a note if necessary.) Game times are 7:15, 8:10 and 9:05 p.m. Teams get one third of each unless they have legitimate work conflicts (must explain). Personal preference for early or late games will only be given if they balance within a league and do not cause other teams to have an unfair number of early or late games. If you want to be placed in a league with a certain team(s), note that here. If players are also on a coed team, give us the team name (or manager) to avoid night conflicts.
11. **Name:** Signed by person completing the application card.
12. **Back of Card:** List players under contract at registration time.

**PLAYER CONTRACTS** - Refer to Green Eligibility Policy

**WHITE for MEN**

**BLUE for WOMEN**

**PINK for NONRESIDENTS**

**50% of your roster may be non-residents of the  
Madison Metropolitan School District.**

Players may participate on multiple teams but are limited to one team per night. However, no special scheduling considerations will be given to players playing on multiple teams. *We recommend you add someone playing on another team after you find out your night of play.*

You must have a minimum of 8 signed player contracts to register (coed teams must register with at least 4 male and 4 female players). Players must be out of high school. Managers are responsible for insuring the following information is completed:

1. **Name:** Must have full first name and middle initial.
2. **Physical Description:** Needed for identification.
3. **Resident Address/Phone:** Must be the home address at which they reside at the time they sign the contract. P.O. Boxes are not valid addresses. List home and business phone numbers. Once a player moves out of the MMSD they are counted as a nonresident.
4. **Player's Signature:** Must be signed by the player. This signature means they have read the paragraph above the signature line. List the date the player signed the card.
5. **Manager's Signature:** The manager verifies and accepts responsibility for the player's eligibility. If ineligible, the manager will be suspended and the team may be dropped. Co-manager may sign for manager.
6. **Back of Card:** List last year's team.

## RELEASE FORM

You will need to file a release form in either of the following situations:

- 1) a player moves outside the Madison Metropolitan School District during the season and your team will exceed the 50% nonresident maximum
- 2) a player quits your team and wants to join another team that plays the same night of the week

Call MSCR for the release form. Only the manager or co-manager needs to sign it, not the player.

## FEES

The Board of Education sets fees to cover all direct program costs (officials, balls, trophies) and some administrative costs. Fees must be paid in full when registering. Fees can be paid in cash, credit card (MasterCard & Visa only) and/or by check from the sponsor, manager or co-manager, made payable to MSCR. *No individual player checks will be accepted at registration.* All fees include 5.5% sales tax.

Minimum total fee:

10 matches

Power = \$398 [includes team registration +  
Intermediate = \$333 8 resident player contract fees]

1. **Team Registration** = \$230 Power (2 officials/match)  
\$165 Intermediate (1 official/match)
2. **Player Contracts** = \$21 per resident per team  
\$42 per nonresident per team (maximum of 50% of roster)\*

The player fee is not refundable. Teams need 8 contracts minimum to register, no maximum.

\*Residency fee is determined at the time contract is submitted. If a player moves into or out of MMSD at a later date, money will not be collected nor refunded.

**Transfer fee:** A player who quits one team and joins another must file a release form and new contract but will be charged only \$3 to transfer.

## REGISTRATION - Note EVENING hours

Register in person at MSCR, 3802 Regent St. (the Hoyt Building, approx. 6 blocks west of West HS). Anyone may register the team. Teams registering after the deadline will be accepted only if needed to round out leagues. No mail registrations are accepted.

Wednesday July 28 8 a.m. - 6 p.m.  
Thursday July 29 8 a.m. - 6 p.m.\*

\*Teams registering after Thurs., July 29 @ 6:00 pm will be put on a waiting list and are not guaranteed placement in the program.

## PROGRAM INFORMATION - 204-3024

1. **Player Pool:** Names of people seeking teams are available at MSCR.
2. **Adding Players:** Teams may add players to their roster beginning Monday, August 16 either by mail or in person at MSCR. The deadline to add players is Monday, October 11.
3. **Newsletter:** A "Time Out" newsletter will be mailed in early August with information regarding night of play and local rules.
4. **Schedules:** Schedules will be mailed mid-August.
5. **Season:** The season begins **Monday, August 30**. Game times for matches will be 7:15, 8:10 and 9:05 p.m. It is our intention to schedule all matches in high school gyms. Teams will get 1/3 of each time unless special requests can be granted without greatly inconveniencing the other 5 teams in the league.
6. **Equipment:** Teams do not need uniforms but must provide their own ball for warm-up.
7. **Gym Rental:** Extremely limited gym space (none at high schools) may be available for practice. Contact the MMSD Building Permit Office at 204-3027.

## LEAGUE RATING SHEET

Please do your best to rate your team accurately. Pick the league number that best reflects your ability level. *List league number only on team application card.*

Women's Power: Rate 1 through 5 with 1 being best.  
Intermediate: Rate 7 through 11 with 7 being best.

Coed Power: Rate 1  
Intermediate: Rate 3 through 5 with 3 being best.

Men's Power: Rate 1 or 2 with 1 being best.  
Intermediate: Rate 4 through 6 with 4 being best.

**LEAGUES & NIGHT OF PLAY- select league number and night of play, based on 2009 season.**

**(M=Mon., T=Tues., W=Wed., R=Thurs.):**

**Descriptions of the levels of play:**

- **Power – Two officials per match. All ball handling rules are strictly enforced. The power division is appropriate for a team that runs an offense.**
- **Intermediate – One official per match. No setting action is allowed on the first hit after a serve; it must be bumped (passed). Rules are somewhat relaxed on sets if players are exhibiting the proper technique but the hit does not conform exactly to the rules.**

<u>Division</u>	<u>Women's Leagues</u>	<u>Coed Leagues</u>	<u>Men's Leagues</u>
POWER	01 Alabama (W) 02 Alaska (W) 03 Arizona (M) 04 Arkansas (T) 05 California (R)	01 Atlanta (M) (only if enough teams register )	01 American (W) 02 Antarctic (R)
INTERMEDIATE	07 Connecticut (W) 08 Delaware (R) 09 Florida (W) 10 Georgia (M) 11 Hawaii (W)	03 Boston (M) 04 Chicago (W) 05 Cincinnati (W)	04 Arcadia (T) 05 Arctic (M) 06 Atlantic (M)