

ALL Division SCHEDULE: SCVL Spring 2012

R = Rec Division (No Refs, but non-playing team keep score) ST = Setter Div SP = Spiker Div

Date/Time	Court 1 (Ref)	Court 2 (Ref)	Court 3 (Ref)
SUN Jan 29 4:15 5:15 6:15 7:15 8:15	OPEN OPEN ST 1 v 2 (3) ST 3 v 4 (2) ST 2 v 3 (4)	R 2 vs 4 R 3 v 5 SP 2 v 3 (1) SP 6 v 1 (5) SP 5 v 6 (3)	R 1 vs 3 R 1 v 4 SP 4 v 5 (6) SP 3 v 7 (2) SP 1 v 2 (7)
SUN Feb 5 4:15 5:15 6:15 7:15 8:15	ST 1 v 4 (2) ST 2 v 3 (1) OPEN OPEN OPEN	SP 3 v 4 (1) SP 1 v 4 (3) R 2 v 5 R 5 v 1 OPEN	SP 2 v 6 (5) SP 5 v 7 (2) R 3 v 4 R 2 v 3 OPEN
SUN Feb 12 4:15 5:15 6:15 7:15 8:15	OPEN OPEN ST 1 v 3 (4) ST 2 v 4 (1) ST 1 v 4 (2)	R 1 v 2 R 1 v 3 SP 1 v 5 (7) SP 6 v 7 (1) SP 4 v 7 (6)	R 4 v 5 R 2 v 4 SP 2 v 4 (3) SP 3 v 5 (4) SP 1 v 3 (5)
SUN Feb 19 4:15 5:15 6:15 7:15 8:15	ST 1 v 2 (3) ST 3 v 4 (1) OPEN OPEN OPEN	SP 7 v 1 (4) SP 4 v 6 (1) R 2 v 4 R 5 v 1 OPEN	SP 2 v 5 (6) SP 3 v 7 (2) R 3 v 5 R 2 v 3 OPEN
SUN Feb 26 4:15 5:15 6:15 7:15 8:15	OPEN OPEN ST 1 v 3 (4) ST 2 v 4 (3) ST 3 v 1 (2)	R 1 v 4 R 3 v 1 SP 2 v 7 (5) SP 1 v 3 (7) SP 2 v 5 (7)	R 2 v 5 R 4 v 5 SP 6 v 3 (4) SP 4 v 5 (2) SP 4 v 6 (3)
SUN Mar 4 4:15 5:15 6:15 7:15 8:15	ST 1 v 2 (3) ST 3 v 4 (1) OPEN OPEN OPEN	SP 1 v 2 (3) SP 3 v 5 (4) R 1 v 2 R 1 v 5 OPEN	SP 4 v 7 (6) SP 2 v 6 (7) R 3 v 4 R 2 v 3 OPEN
SUN Mar 11 4:15 5:15 6:15 7:15 8:15	ST 2 v 3 (4) ST 1 v 3 (2) ST 2 v 4 (3) OPEN OPEN	SP 5 v 6 (1) SP 1 v 4 (3) OPEN OPEN OPEN	SP 2 v 3 (4) SP 6 v 7 (2) OPEN OPEN OPEN
NO REC PLAY THIS DATE			

SUN Mar 18	4:15	ST 1 v 2 (4)	SP 1 v 7 (3)	SP 2 v 4 (5)
	5:15	ST 3 v 4 (1)	SP 3 v 6 (1)	SP 5 v 7 (4)
	6:15	ST 1 v 4 (3)	OPEN	OPEN
	7:15	OPEN	R 1 v 3	R 2 v 4
	8:15	OPEN	R 4 v 5	R 2 v 3
SUN Mar 25	4:15	OPEN	R 1 v 2	R 4 v 5
	5:15	OPEN	R 1 v 4	R 3 v 5
	6:15	ST 2 v 3 (4)	SP 1 v 6 (4)	SP 7 v 2 (5)
	7:15	ST 1 v 4 (2)	SP 1 v 5 (6)	SP 3 v 4 (7)
	8:15	ST 2 v 4 (1)	OPEN	OPEN
Sun April 1 and 15		PLAYOFFS TBD		

Matches are 3 sets to 25, win by 2, capped at 27. All matches are 45 minutes long. Third set will end when time expires. No time outs in 3rd game. If tied, play one more point.