

SCVL Rating Process

Section I: General Structure and Rules of Participation

1. The SCVL will include three divisions; Recreational, Setter, Spiker. A fourth Power division may be offered if there are enough qualified players.
2. Players will be placed into each division according to appropriate skill level.
3. Players will be permitted to participate in the division in which they qualify and/or down one division level.
4. Teams in all divisions will be formed in a way that distributes skill levels, and—in the case of the higher level divisions—player positions appropriately among all teams.
5. Players who play down one division are expected to support the development of skills of novice or less skilled players. The focus of the lower divisions is on fun and community while learning and playing the game.
6. Any new player that would like to play in the Setter, Spiker, or Power division must be evaluated and will be placed in the appropriate division pending the results of their evaluation. Players who are not rated will not be placed on a team in these divisions.
7. New or returning players wishing to ONLY play in the Recreational division only do not need to be evaluated and will automatically be put onto a Recreational team.
8. Returning players who would like to challenge their previous season ratings must participate in the evaluation process and may only move up one division per season.
9. All players must participate in the evaluation night of the division in which they wish to play. For example, a player who would like to qualify for the Spiker division may not be rated during Setter evaluations.

Section II: Evaluation Process

1. Evaluators will use the evaluation rubric that has been chosen and approved by the Skills and Development Committee. The rubric is posted on the SCVL website.
2. Evaluators will be made up of a combination of Board Members and other SCVL players. All evaluators should have considerable playing experience, both in the SCVL and in other leagues. The Board will identify potential evaluators and invite them to participate.
3. Players will be invited to be evaluated for the division of their choice on specific dates and times prior to the beginning of the season. A range of dates will be available. Again, new players MUST be evaluated or they will not be placed on a team in the Setter, Spiker, or Power divisions.
4. Players will be asked what position they would like to play prior to being evaluated. Players will not be guaranteed a particular position in every division; however, identifying preferred positions will aid both the evaluation and team selection process.
5. Evaluations will occur during 6 on 6 sets to 25 points, with each player being evaluated in at least 2 sets by no fewer than 3 evaluators. The evaluators will record ratings independently from one another for each player and then compare evaluations to reach consensus. In some cases the evaluators may ask a player to play in additional sets for more observation.

6. In order to give the Skills & Development committee adequate time to compare evaluations and resolve any disputes, all players' final division placements will be posted to the SCVL website after the evaluation process is complete and teams are formed.
7. Each player's 3 specific raters will be kept confidential, however all players are encouraged to inquire about their individual ratings by emailing the Board. If any player disputes his/her division placement they should address the Skills & Development Committee in an email.
8. Representatives from the Skills and Development Committees will create evaluation schedules (for both the evaluators and the players being evaluated) and will manage the activities during the evaluation periods.

Section III - Challenges and Future Process

1. If a Board member identifies a player whose skill development or decline indicates the need for a possible up-rating or down-rating prior to the subsequent season, the Board member will notify the Skills and Development committee.
2. Initially, each player's performance will be reevaluated during one (1) 25-point regular season game. If the player's new rating matches their previous rating, no more evaluations will be necessary. If however, the player's new rating is higher or lower than their previous rating, two (2) more evaluations will be performed by different evaluators in different 25-point regular season games. These three (3) ratings will be averaged to determine the player's new final rating.
3. If a player's new averaged rating matches their previous rating, in the subsequent season they will continue to play in the same Division. If a player's new averaged rating is higher than their previous rating, in the subsequent season they will have the option to play in the higher Division or continue to play in their current Division. If a player's new averaged rating is lower than their previous rating, in the subsequent season they will be put on "Evaluation Notice".
4. Players on "Evaluation Notice" will be notified via email that their most recent evaluation rated them in a Division lower than their current one. They will be permitted to play for one more season in their current division, and during that time will be re-evaluated using the same ratings process as before. If during this second round of ratings their skills improve and are given a higher rating they will be permitted to stay in their same Division, relieved of "Evaluation Notice" and will not be rerated for 2 years. If instead, they are again down-rated, they will be only permitted to play in the lower Division in the subsequent season. However, these players are still invited to challenge their ratings by going through the evaluation process before the subsequent season begins.
5. Players may miss one season of play and not be required to participate in the evaluation process in the season they return. Players who miss two or more consecutive seasons will be required to participate in the evaluation process in the season they return. The typical SCVL year includes two separate seasons: Fall and Winter/Spring.