

WASHINGTON STATE UNIVERSITY - UNIVERSITY RECREATION

Tuesday 6:00pm

VOLLEYBALL COED LEAGUE

DIVISION: Coed

MM: Teams:

		Win	Loss	Tie	Forfeit	Tourney
<input type="checkbox"/>	1. KAPPA PSI	0.00	0.00	0.00	0.00	
<input type="checkbox"/>	2. ASWSU: SERVICE SERVED	0.00	0.00	0.00	0.00	
<input type="checkbox"/>	3. BEAST	0.00	0.00	0.00	0.00	
<input type="checkbox"/>	4. SHIRTLESS	0.00	0.00	0.00	0.00	

Sport	Roster	Result	Date	Day	Time	Area	Team Matchup	Score	Reschedule
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10/27/2009	Tuesday	6:00PM	Smith Gym - #1	3 vs 1		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				Smith Gym - #2	4 vs 2		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	11/03/2009	Tuesday	6:00PM	Smith Gym - #1	2 vs 3		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				Smith Gym - #2	1 vs 4		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	11/10/2009	Tuesday	6:00PM	Smith Gym - #1	2 vs 1		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				Smith Gym - #2	4 vs 3		

Teams listed on the left wear white shirts, teams listed on the right wear dark shirts. No grey shirts are allowed. All teams qualify for playoffs provided they do not forfeit two matches. Playoff brackets will be available online on Friday, November 13; playoffs begin on Sunday, November 15.

- Players must sign onto the entry/roster (assumption of risk & release of liability) before they are eligible to play.
- Players must bring their WSU ID Card to each game. NO ID, NO PLAY, NO EXCEPTIONS
- Teams are responsible for knowing and understanding all eligibility rules as well as the sportsmanship rating system (refer to the 2009-2010 Intramural Handbook).
- A player may play on one men's/women's team and may also play on one coed team.
- A minimum number of players must be ready to play at game time or the team will forfeit. The game official's watch is the "official" game time.