Gameplay Structure

REGULAR SEASON

Volleyball

Best of 3 sets

- Set 1 to 25
- Set 2 to 25
- Set 3 to 15

Football

First to 25 points

Ultimate Frisbee

Two Halves

- 1st Half 15 minutes
- 2nd Half 15 minutes

Stoppage Time

- When frisbee is out of bounds
- Following touchdown, prior to kickoff

Wiffleball

3 innings

Kickball

5 innings

1 rotation through batting order



Volleyball

Best of 5 sets

- Set 1 to 21
- Set 2 to 21
- Set 3 to 21
- Set 4 to 21
- Set 5 to 15

Football

First to 35 points

Ultimate Frisbee

Two Halves

- 1st Half 20 minutes
- 2nd Half 20 minutes

Stoppage Time

- When frisbee is out of bounds
- Following touchdown, prior to kickoff

Wiffleball

5 innings

Kickball

5 innings

2 rotations through batting order



Snake Draft to determine playoff teams

Top 4 overall season players will captain their teams and lead the draft.

ROUND	SEED	PLAYER
ROUND 1, PICK 1	1ST SEED	
ROUND 1, PICK 2	2ND SEED	
ROUND 1, PICK 3	3RD SEED	
ROUND 1, PICK 4	4TH SEED	
ROUND 2, PICK 1	4TH SEED	
ROUND 2, PICK 2	3RD SEED	
ROUND 2, PICK 3	2ND SEED	
ROUND 2, PICK 4	1ST SEED	
ROUND 3, PICK 1	1ST SEED	
ROUND 3, PICK 2	2ND SEED	
ROUND 3, PICK 3	3RD SEED	
ROUND 3, PICK 4	4TH SEED	
ROUND 4, PICK 1	4TH SEED	
ROUND 4, PICK 2	3RD SEED	
ROUND 4, PICK 3	2ND SEED	
ROUND 4, PICK 4	1ST SEED	
ROUND 5, PICK 1	1ST SEED	
ROUND 5, PICK 2	2ND SEED	
ROUND 5, PICK 3	3RD SEED	
ROUND 5, PICK 4	4TH SEED	

SEMIS FACE-OFFS

1ST SEED v 4TH SEED

TEAM	CHOICE	SPORT	GAME
1ST SEED	CHOOSES TO PLAY		1
4TH SEED	CHOOSES TO PLAY		2
4TH SEED	CHOOSES TO NOT PLAY		-
1ST SEED	CHOOSES TO NOT PLAY		-
REMAINDER			3*

2ND SEED v 3RD SEED

TEAM	CHOICE	SPORT	GAME
2ND SEED	CHOOSES TO PLAY		1
3RD SEED	CHOOSES TO PLAY		2
3RD SEED	CHOOSES TO NOT PLAY		-
2ND SEED	CHOOSES TO NOT PLAY		-
REMAINDER			3*

FINALS FACE-OFFS

<u>1ST/4TH SEED v 2ND/3RD SEED</u> - Highest scoring team from SEMIS gets first sport pick.

TEAM	CHOICE	SPORT	GAME
HIGHER SCORER	CHOOSES TO PLAY		1
LOWER SCORER	CHOOSES TO PLAY		2
HIGHER SCORER	CHOOSES TO PLAY		3
LOWER SCORER	CHOOSES TO PLAY		4*
REMAINDER			5*