

TMVL - The Maximum Volleyball League

Rules - Version 5.2 – July, 2022

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Credits: Max and Allan Sellers collaborated on the code with Max primarily creating the Java program for the simulator and Allan working on most of the website code.

Additional credits to John Holden, Kevin Martin, Rob Peterson, and Steve Turner.

John has assisted with many ideas and mini-projects along with a script to create recruits each season.

Kevin has helped with new starter teams and developed our rankings system.

Rob helped with the design to get us to a 3-step recruiting cycle that adds elements of strategy to recruit players.

Steve has helped with literally everything from writing tutorials to helping with scheduling and then testing out the many changes (including end of season processing) that make the game go more smoothly.

Thank you as well to anyone we missed and to all the coaches for making this game fun!

1. Introduction

TMVL is an online volleyball management game. Each player takes the role of running a fictitious college volleyball team. The coach has total control over coaching, lineups, tactics, and recruiting.

The game has been developed with male names, but a women's game could be run as well.

Coaches and Players

From here onwards:

- **Coach** means a player of this game
- **Player** means a member of a team

Roster

Each team has a squad of at least 16 players. With season 1 there were 4 players for each year a student is in college:

- Freshman (Fr)
- Sophomore (So)
- Junior (Jr)
- Senior (Sr)

This will change over time as rosters may now be from 16-20 players going into season 3.

Season

The season is divided into 12 regular sessions followed by a session 13 for eXperience Point (XP) assignment and walk-on recruiting. Each regular session has a deadline, by which time coaches must submit orders for their teams using the online orders form on the web site.

After the deadline, the GM runs the software to work out all events happening in the game, which in turn updates data and reports on the web site. Then the next session begins.

Chance

Many events in the game have a percentage chance of happening. To work these out, the software generates a random number from 0.01 to 100. If the number is less than or equal to the chance, the event happens. Otherwise, it does not happen. **Example:** If there is a 60% chance of a serving ace, a random number of up to 60.00 means success, and 60.01-100.00 indicates no ace occurred.

Learning the Game

To learn the game, read the rules. Then, browse the web site and look at the league in progress. Send any questions to the Co-GMs, Allan Sellers: allan.sellers@gmail.com, Max Sellers: maxesellers@gmail.com

2. Players

Each player has the characteristics shown in the following table:

Characteristic	Details
Name	The software chooses each player's name at the start of a player's career. This avoids duplication. Names never change.
Position	Each player is a Setter (S), Libero (L), Outside Hitter (OH), Middle Blocker (MB), or Right Side (RS). A player's position never changes.
Age	A player's age runs (from youngest): Freshman (Fr), Sophomore (So), Junior (Jr), Senior (Sr).
Skill Level	A whole number from 1 upwards. A player's Skill Level rises through Coaching. There are 6 different skill levels: Serving (SRV), Receiving (RCV), Blocking (BLK), Attacking (ATK), Defense (DEF), Setting (SET).
Fitness Modifier	<p>A whole number of 1 or less; it may be negative and may rise or fall during a season. At the start of every season each player's Fitness Modifier is reset to 0.</p> <p>Reductions to Fitness Modifier</p> <ul style="list-style-type: none"> • If a player plays in 3 matches in a session, his Fitness Modifier reduces by 1 at the end of the session. • If a player plays in 4 matches in a session, his Fitness Modifier reduces by 2 at the end of the session. <p>Increasing Fitness Modifier</p> <p>A player playing no matches in a session increases his Fitness by 1, unless it is already at the maximum of 1. A player's Fitness Modifier may also increase through Coaching. (See Section 5 - Coaching)</p>

Player Examples

Total Level: A player shown as a Fr MB is a Freshman Middle Blocker. This player starts at a FIT of 0 in the beginning of the season. The first row shows an example of the player's roster skills. Rows 2-5 show how the FIT raises or reduces a player's skills for that session based on FIT.

Fit	SRV	RCV	BLK	ATT	DEF	SET
0	10	0	10	9	5	6
1	11	1	11	10	6	7
-1	9	0	9	8	4	5
-2	8	0	8	7	3	4

Player Position

Position	Abbreviation	Purpose	SL Used
Libero	L	A libero has two main roles: 1) Pass the ball (off of a serve; also called “serve receive” and 2) Be a great defender.	Most Used – RCV, DEF, SRV Moderately Used – SET Never Used – ATT, BLK
Setter	S	This setter’s main purpose is to set the attackers in a successful location to create the best possible attacking opportunity.	Most Used – SET, BLK, DEF, SRV Moderately Used – ATT Never Used – RCV
Outside Hitter	OH	The Outside Hitter exhibits nearly every skill on the court. They are typically the best attackers but also must pass, block, and defend very well.	Most Used – ATT, RCV, BLK, DEF, SRV Moderately Used – SET Never Used – none
Right Side	RS	This Right Side’s main purpose is to attack and block really well. They are also referred to as an “Opposite”.	Most Used – ATT, BLK, SRV, DEF Moderately Used – N/A Never Used – SET, RCV
Middle Blocker	MB	A Middle Blocker’s primary role is that of a blocker. They also attack but not as much as a OH/RS but are more effective than the average OH/RS. They are sometimes called a “Middle” or “Middle Hitter”.	Most Used – ATT, BLK, SRV Moderately Used – DEF, Never Used – SET, RCV

Roster Requirements

- To start a new season your roster must meet this minimum
 - 2 Liberos
 - 2 Setters
 - 4 Outside Hitters
 - 4 Middle Blockers
 - 2 Right Sides
 - 16 players
- Starting with season 3, rosters are allowed to go above 16 and up to 20.

3. Team Selection

Areas of Play

The available positions are: Setter, Libero, Outside Hitter, Middle Blocker, and Right Side.

Note: The game currently does not allow for substitutions. This may be a future enhancement.

Orders

For each match, coaches must select a team which fits with the selection rules. The coach:

- Must select exactly 7 players.
- Must assign each player to a zone (from I to VI) unless it is a Libero then you select “L”.
- Must assign only one player to the Libero (L) Area.

TMVL Rules

- Must assign exactly two players to each of the Middle Blocker (MB) and Outside Hitter (OH) Areas.
- Must assign one player to the Setter (S) and one player to the Right Side (RS) Area.
- Assign each non-libero to a zone (Roman numeral) from I-VI or 1-6. This number indicates the order of the servers.
- When selecting the players to each zone you must: have two outside hitters separate by a difference of 3, have two middle blockers separate by a difference of 3, have a setter and a right side separate by a difference of 3. This is because each player combo has to be in the front row and the back row (i.e. S – Front-row, RS – Back-row, OH – Back-row, OH – Front-row, MB – Back-row, MB – Front-row)
- When choosing the players for each zone you must have a pattern of S (or RS), OH, MB.
- If you want your libero to serve for a certain middle blocker, go to the bottom and click on the (Serving For (MB)) button for the game you want them to serve. Click on the Middle Blocker you want the Libero to replace. If you wish to have the Libero not serve for anyone, select NA.
- If no rules are entered for a session the team is run as NMR (No Moves Received). If you do not put a lineup in the orders page for the session the team will be randomized with each player but will still have the correct format of 1 Setter, 1 Libero, 2 OH, 2 MB, and 1 RS.
- Note that if teams are not managed for a long period or perhaps even a full season, the commissioner may intervene to assist those teams (with skill increases) at the end of the season.

Example: If an Outside Hitter is in the I area the other Outside Hitter must be in the IV area. **If a Middle Blocker is in the II area** the other Middle Blocker must be in the V area. **If a Setter is in the III area** the other Right Side must be in the VI area. So, the order is OH, MB, S, OH, MB, RS.

Possible Outcomes:

I	II	III	IV	V	VI
S	OH	MB	RS	OH	MB
OH	MB	RS	OH	MB	S
MB	RS	OH	MB	S	OH
RS	OH	MB	S	OH	MB
OH	MB	S	OH	MB	RS
MB	S	OH	MB	RS	OH

Serve Order

I	II	III	IV	V	VI
1 st server	2 nd server	3 rd server	4 th server	5 th server	6 th server

Orders Page:

	NET		
Front Row ->	IV	III	II
Back Row ->	V	VI	I

Libero:

Note: The online orders page ensures coaches comply with the selection rules; if a team selection breaks the above rules, the page displays an error message until the coach corrects the selection.

4. Playing a Match

The software processes a match and calculates the results. The simulator uses the attributes for each player to determine the outcome of each point. Where a player is on the court (front row vs. back row) is also important. The types of actions in a play and the match reporting include:

- Service Aces, Errors, In-play serves
- Serve Receptions and Errors
- Setting Assists
- Attacks in the court, Attacking Kills and Errors
- Digs
- Solo Blocks, Assist Blocks, Blocking Errors (In the net)
- Team points
- Team Sets Won or Lost (Sets to 25 – must win by 2; 5th set goes to 15)
- Team Matches Won or Lost (all matches are best of 5 sets)

5. Coaching

Coaching Points (CPs)

At the start of each regular session, a team receives CPs as follows:

- 55 CPs free
- One additional CP per set won in the prior session (new for season 2)

The number of CPs carried over from the preceding regular session, to a maximum of 15; any excess CPs are lost.

Coaching Players for Skill

To raise a player skill by 1 point costs his existing Level in CPs.

The following restrictions apply to coaching for Skill Level:

- Coaching is always to the next Skill Level; partial coaching is not allowed.
- A player may only be raised 1 specific Skill Level (SRV, RCV, BLK, ATT, DEF, SET) in a session.
- A freshman may be raised a maximum of 3 times per specific Skill Level in a season.
- A sophomore may be raised a maximum of 2 times per specific Skill Level in a season.
- A junior may be raised a maximum of 1 time per specific Skill Level in a season.
- A senior may not have their skill level raised further.

Fitness and Coaching Players for Fitness

A player's fitness level determines how they perform on the court.

Each of the six player skills are raised, unchanged, or lowered depending on the fitness level.

TMVL Rules

Here's how Joe Smith would start the season:

Player	Year	FIT	SRV	RCV	BLK	ATK	DEF	SET
Joseph Smith	Fr	0	10	10	10	10	10	10

If his fitness is 1 he will play like this:

Player	Year	FIT	SRV	RCV	BLK	ATK	DEF	SET
Joseph Smith	Fr	1	11	11	11	11	11	11

If his fitness is -1 he will play like this:

Player	Year	FIT	SRV	RCV	BLK	ATK	DEF	SET
Joseph Smith	Fr	-1	9	9	9	9	9	9

A player can raise their fitness in two ways:

- 1) Rest the entire session: raises Fit by 1 point
- 2) Use CP to raise fitness: may be raised by 1 point
 - a. Note to raise a fitness point the costs are as follows based on the player's year:

Year	CP Cost
Fr	4
So	8
Jr	12
Sr	16

A player can lose their fitness by playing too much:

- 1) If a player plays 3 matches in a session they lose 1 fitness point
- 2) If a player plays 4 matches in a session they lose 2 fitness points

A player's fitness can never go above 1.

However, a player can continue to play (at reduced skill) no matter how low their fitness goes.

Home Court Advantage – Updated for Season 4

- All home court matches will now have this basic setup starting with season 4.
- Home team impact
 - +1 ATK
 - +1 BLK
 - +1 DEF
- The home team gets fired up and so do their fans, by big plays (attacks, blocks and key digs)

Underclassmen eXperience Points (XPs)

- During each season, each Freshman, Sophomore, and Junior gains experience through playing in matches.
- These eXperience Points can be used to improve the abilities for each of the six skills

TMVL Rules

- The rules are:
 - XPs are earned in this manner:
 - Freshman: 1 XP per set played
 - Sophomores: 1 XP per 3 sets played (.66 is rounded up)
 - Juniors: 1 XP per 5 sets played (.6 and .8 are rounded up)

XPs can be used like CPs with these restrictions:

- A given skill can be improved by only 1 point
 - Multiple different skills CAN be improved
 - The cost to improve a skill is the current SL for that Skill
 - Example: If the current SET skill is 10, it will cost 10 XPs to improve the skill to 11
 - A skill cannot be improved further if it was already maxed out via CP during the season.
 - This will be done after the final session of the season.
 - XPs do NOT carry over to the next season. Use them or lose them...
- This will be done during session 13 (final matches occur in session 12).
 - A form is used for coaches to update this information.

6. Strategy

Skill	Strategic Tips for starting lineup
Serve	Best Servers possible in the lower number zones.
Receive	Be aware that poor RCV players are targeted by the other teams servers
Block	Best MB starting at zone IV or V.
Attack	Best pin hitter (OH or RS) starts at zone IV or V. Separate good pin hitters from good MB hitters.
Defense	Have Liberos serve for a middle for more digging opportunities. Best digging OH starts at zone I or II.
Setting	Start in Zone I for less chance of setter dumps

7. Competitions

Note that tiebreakers (if needed) for various competitions and seeding will be:

1. Match win Percentage for the competition.
2. Set win percentage for the competition.
3. Points won percentage for the competition

Competition	Format
Conference Matches	<ul style="list-style-type: none"> • 14 matches – play each team in your conference twice • Once at home and once away • If teams are tied with conference wins at the end of the season they are considered co-champions
Non-Conference	<ul style="list-style-type: none"> • 6 matches – play 2 teams from each of the other three conferences

<p>TMVL Cup TMVL Shield</p>	<ul style="list-style-type: none"> • All first-round matches are randomly scheduled • The 16 winners stay in the TMVL Cup • The 16 losing teams move to the TMVL Shield • Teams are then in brackets however it is not knockout • All teams will play five matches • All matches are neutral court
<p>William G. Morgan Cup</p>	<ul style="list-style-type: none"> • Group Play – 3 matches (group assignments done randomly by the program) • All 32 teams advance to knockout round. • Top team in each group is seeded 1-8. After that the remaining 24 teams are seeded. • Seeding is based on this order: matches won, sets won pct, points won pct. • Sweet 16: Round of 32 winners (First Round after Group Play) • Quarterfinals: Sweet 16 winners. • Semis: Quarterfinal winners. • Final: Semifinal winners. • William G. Morgan Cup Champion: Winner of Final • Group play is neutral court; bracket play is home court for top seeded team • 1st place in WGM earns a spot in the National Championship Sweet 16
<p>Conference Tournament</p>	<ul style="list-style-type: none"> • Quarterfinals: Seeded by rank in standings for the conference after the 10th conference match • Seeding is based on this order: matches won, sets won pct, points won pct. • Semis: Quarterfinal winners. • Final: Semifinal winners. • Conference Tournament Champion: Winner of Final • Home court advantage used for all matches (based on seed) • 1st place in Conference Tournament earns a spot in the National Championship Sweet 16
<p>National Championship & Holyoke Invite</p>	<ul style="list-style-type: none"> • This replaces the season 1 TMVL Grand Championship • The Top 16 teams play in the National Championship while the next 16 play in the Holyoke Invite (Holyoke, MA is the home if the International Volleyball Hall of Fame). • Top 16 is determined in this manner: <ul style="list-style-type: none"> ○ Conference Tournament Winners (4) ○ WGM Cup Winner (1) ○ If a team wins more than one of the above competitions, note that there will be no automatic qualification to 2nd place team in any of the above competitions.

	<ul style="list-style-type: none"> ○ The remaining teams that will play in the National Championship bracket are based on the next best overall record (overall match win pct, set win pct, points for/against pct.) ○ The other 16 teams will play in the Holyoke Invite ● Teams in each competition are seeded based on overall record then tiebreakers as needed (overall match win pct, set win pct, points for/against pct.) ● Each competition is single elimination with sweet 16, quarterfinals, semifinals, and a final ● All matches are neutral court
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Session Structure

- There will be 12 match sessions starting with season 5 (there is a 13th session for XP/walkon assignment).
- All teams will play at least 2 matches again per session with most playing 3 and occasionally 4.

Session	Match 1	Match 2	Match 3	Match 4	Match 5
1	Conf	Conf	WGM – Group (1)		
2	Conf	Conf	WGM – Group (2)		
3	Conf	Conf	WGM – Group (3)		
4	Conf	Conf	WGM – Round 2 (Final 32)		
5	Conf	Conf	Non Conf	WGM – Sweet 16	
6	Non Conf	Non Conf	Conf Tourney - Quarterfinals	WGM - Quarterfinals	
7	Non Conf	TMVL Cup Round 1	Conf Tourney - Semifinals	WGM - Semifinals	
8	Non Conf	Non Conf	Conf Tourney - Finals	WGM - Finals	
9	Conf	TMVL Cup Round 2	TMVL Shield Round 1	National Championship – Sweet 16	Holyoke Invite - Sweet 16
10	Conf	TMVL Cup Round 3	TMVL Shield Round 2	National Championship - Quarterfinals	Holyoke Invite - Quarterfinals
11	Conf	TMVL Cup - Round 4	TMVL Shield – Round 3	National Championship - Semifinals	Holyoke Invite - Semifinals
12	Conf	TMVL Cup - Finals	TMVL Shield – Finals	National Championship - Final	Holyoke Invite - Final

8. Recruiting

Another aspect of the game is recruiting new players for next season’s team as the current crop of seniors will graduate.

Two types of recruiting options available:

- Competitive Recruiting
- Signing Walk-Ons (Discovering Recruits)

Competitive Recruiting is where you'll compete with other teams to recruit players with the highest RPs getting the player.

Teams can now add walk-ons at a position of their choosing for set number of RPs. This can be done only for 1, 2, and 3-star players and occurs AFTER Competitive Recruiting.

Competitive Recruiting

- Available Recruits
 - 90 recruits are available in competitive recruiting:

	5-star	4-star	3-star
OH	9	12	4
MB	9	12	4
S	4	7	2
RS	4	7	2
L	4	7	2
TOTAL	30	45	14

- One random position gets an additional 3-star to get us to the 90 total.
- A listing of all players, including the session they will appear in, will be published at the beginning of the season.
- For each rating (star) category there will be special players. The high quality of these athletes and their skills will be published and known prior to the start of recruiting. These players will be able to max out a specific skill. Some will even be a max+1 or max+2.

	5-star	4-star	3-star
Max	6	6	9
Max +1	4	4	4
Max +2	2	2	2
TOTAL	12	12	15

- At the end of the season a random number is drawn to determine the skill at an attribute based on their star rating. A 5-star OH can end up with an attacking rating of 9-11.
 - If the player is shown as "Max-ATK" then the player will be converted to an 11 rating for attacking when we convert the 5-star rating to the six applicable skills.
 - If the player is a max +1, the OH would start as a 12 attacker
 - If the player is a max +2, the OH would start as a 13 attacker
- The position selection along with the attribute chosen for the "max" setting will be done at random. The skill/attribute chosen for these special players will be one of the strengths for the position.
- Note that all 3-star players will have a specialty added (max at one SL/attribute)

- Recruiting Cycle
 - Recruiting occurs over a 3-session cycle.
 - Step 1 - Begin Recruiting (sessions 1-10)
 - Teams can spend RPs using this formula to show interest in a player: star rating * 5. For example, a 5-star recruit will cost 25 RP to recruit in step 1.
 - Step 2 - Official Visit (sessions 2-11)
 - Here the team hosts the recruit spending more RP for an official visit.

- RP costs are as follows:
 - If you recruited the player in step 1: star rating * 5 (ex: 5-star costs 25 RPs)
 - If you **DID NOT** recruit the player in step 1, the costs are higher to get in late on recruiting this player: 4 * (star rating * 5) (ex: 5-star costs 100 RPs)
- Step 3 - Sign Recruit (sessions 3-12)
 - Here, you spend a larger number of RPs to sign the recruit.
 - Only players you recruited in BOTH step 1 and 2 OR in step 2 may be signed.

Signing Walk-Ons (Discovering Recruits)

The purpose of this is to ensure each team will have 16 players to start the following season and also to fill any position minimums that may be an issue with seniors graduating.

This process is done AFTER the Competitive Recruiting has ended and will be available for session 13.

Additional information for Walk-Ons:

- These players can only be signed starting the session after competitive recruiting ends. This will occur for season 5+ during session 13 and a web page will be available for this.
- We never want to do a walk-on draft again. 😊
- The recruit discovery process is there essentially as a supplement to when you still have recruiting spots to fill. It is not intended to be the only way you get recruits. Hence the higher costs.
- Can select up to two 3-star players
 - **The first 3-star player (no matter the position) is free.**
 - Costs for discovering the other 3-star is double their min RP values as 3-stars in a competitive recruiting session:
 - L – 420
 - MB – 480
 - RS – 510
 - OH – 540
 - S – 600
- Can select up to two 2-star players
 - Costs for discovering these players is the 3-star minimum RP values for the positions:
 - L – 210
 - MB – 240
 - RS – 255
 - OH – 270
 - S – 300
- Can select multiple 1-star players
 - Costs for discovering these players is the 2-star minimum RP values for the positions:
 - L – 140
 - MB – 160
 - RS – 170
 - OH – 180
 - S – 200
- Starting with the end of season 5, if you are a brand new coach in the current season, you will also get ONE FREE 1-star player. Please select the player you want and note the RPs will be temporarily spent for that 1-star. You then MUST EMAIL AI to get reimbursed the RPs (this is a manual implementation and you must notify AI). For example if the 1-star costs 200 RPs you will temporarily spend that but if you email AI you will get the 200 RPs added back in after processing.
- If any team doesn't meet roster minimums to start the following season, the league will add as many 1-star players as needed to make the roster legal.

Recruiting Points (RPs)

- All teams are allotted an additional 500 RPs to start a season (starting with season 4)
- Each team will receive 140 RPs per session (added at the end of sessions 1 – 12).
- A Media Bonus is added starting with season 3. Teams can earn up to 40 RP per session for comments/postings in all the available options on the site: forum, matches, blog, wall, and rankings. Teams earn 5 RP per post with the max of 40 RP per session.
- At the start of session 1, (after receiving their 500 RP) a team with more than 2500 RP gets their total dropped to a max of 2500 RP.
- Additional RP bonuses will be given out to teams at the end of the season based on finish in the various tournaments along with conference position. See Below:

Tournament/League	RP Bonus	
Conf League	1st - 75 RP, 2nd - 50 RP, 3rd - 25 RP	C_EC C_WC
Conf Tourney	1st - 50 RP, 2nd - 25 RP, Semifinals - 10 RP	T_EC T_WC
Non Conf	1st - 25 RP, 2nd - 10 RP, 3rd - 5 RP	
TMVL Cup	1st - 50 RP, 2nd - 40 RP, 3rd - 35 RP, 4th - 30 RP, 5th - 25 RP, 6th - 20 RP, 7th - 15 RP, 8th -10 RP 9 th -16 th 5 RP	T_TC
TMVL Shield	1st - 20 RP, 2nd - 15 RP, 3rd - 10 RP, 4th - 5 RP	T_TS
WGM	1st - 50 RP, 2nd - 35 RP, Semifinals - 25 RP, Quarterfinals - 10 RP	T_WGM
National Championship	1st - 100 RP, 2nd - 75 RP, Semifinals - 50 RP, Quarterfinals - 30 RP Sweet 16 – 20 RP	T_NC
Holyoke Invite	1st - 25 RP, 2nd - 15 RP, Semifinals - 10 RP	T_HO

Stars to Skill Level Conversion

Below is the table for converting the star-rating to the actual skill levels. This was done at the end of season 1 and will likely be an end of season activity again but could occur after recruiting sessions are completed if the code is in place. The ranges have been slightly adjusted for season 2+ and a 1-star level row has been added.

Stars	Pos	SRV	RCV	BLK	ATK	DEF	SET
5	L	10-11	10-11	1-2	1-2	10-11	8-10
4	L	8-10	8-10	1-2	1-2	8-10	7-9
3	L	7-9	7-9	1-2	1-2	7-9	6-8
2	L	6-8	6-8	1-2	1-2	6-8	5-8
1	L	5-7	5-7	1-2	1-2	5-7	4-7
Stars	Pos	SRV	RCV	BLK	ATK	DEF	SET
5	OH	10-11	10-11	10-11	10-11	10-11	5-8
4	OH	8-10	8-10	8-10	8-10	8-10	4-7
3	OH	7-9	7-9	7-9	7-9	7-9	3-6
2	OH	6-8	6-8	6-8	6-8	6-8	2-5
1	OH	5-7	5-7	5-7	5-7	5-7	1-5
Stars	Pos	SRV	RCV	BLK	ATK	DEF	SET
5	S	10-11	1-2	10-11	8-10	10-11	10-11
4	S	8-10	1-2	8-10	7-9	8-10	8-10
3	S	7-9	1-2	7-9	6-8	7-9	7-9
2	S	6-8	1-2	6-8	5-8	6-8	6-8
1	S	5-7	1-2	5-7	4-7	5-7	5-7
Stars	Pos	SRV	RCV	BLK	ATK	DEF	SET
5	RS	10-11	1-2	10-11	10-11	8-10	1-2
4	RS	8-10	1-2	8-10	8-10	7-9	1-2
3	RS	7-9	1-2	7-9	7-9	6-8	1-2
2	RS	6-8	1-2	6-8	6-8	5-8	1-2
1	RS	5-7	1-2	5-7	5-7	4-7	1-2
Stars	Pos	SRV	RCV	BLK	ATK	DEF	SET
5	MB	10-11	1-2	10-11	10-11	5-8	1-2
4	MB	8-10	1-2	8-10	8-10	4-7	1-2
3	MB	7-9	1-2	7-9	7-9	3-6	1-2
2	MB	6-8	1-2	6-8	6-8	2-5	1-2
1	MB	5-7	1-2	5-7	5-7	1-5	1-2

9. Changes for Season 5

1. Moved from 16 to 32 teams.
2. This addition of teams has resulted in the expansion to 4 conferences and adjustments to the schedule and recruiting.

3. Other than league expansion and the impacts cited above there are no major rules changes for season 5.
4. Minor adjustment to competition bonuses

10. Changes for Season 4

1. All teams are allotted an additional 500 RPs to start a season
2. Added ability to sign a free 3-star player at any position (0 RP cost) during walkon phase
3. All 3-star players in competitive recruiting are assigned a specialty bonus.
4. Updated Home Court advantage

11. Changes for Season 3

1. Capped FIT at 1.
2. Update schedule to use XPs and sign walkons in session 12.
3. Added additional stats (passer rating, assist effectiveness, serving points, etc)
4. Added Media Bonus

12. Changes for Season 2

1. Allowed rosters to expand to 20.
2. Competition updates (National Championship/Holyoke replaces Grand Championship) and added TMVL Cup/Shield.
3. Updated Recruiting approach and added walk on phase at the end.
4. Added eXperience Points

13. Future Season Ideas

This is simply a listing of potential future ideas collected since the start of the league.

- RP to CP conversion
 - Allow up to 25 CP a session after Session X at 1 CP per 10 RP (for example) to allow teams with lots of RP to be productive without going over the tax
- Assistant coaches
 - Allow use of 1 assistant coach per game
 - Can coach different attributes (maybe just 1 or 2?)
 - Offensive Coach – for attacking, serving, setting
 - Defensive Coach – for blocking, defense, passing
 - List coaches
 - Coach 1 drop down list of match numbers – pick one
 - Coach 2 drop down list of match numbers – pick one
- Player of the Week
 - See John Holden and Rob Peterson's ideas on the forum.
 - Could be implemented when time permits
- Determine if subs can be integrated

