

Harvard Rhino Volleyball League

August 23rd, 2022

INTRO

This document is my (Jack Rizutko) version of a Rhino League Bible, containing everything I can think of that one should know in order to take responsibility for the administration of the Rhino Volleyball League at Harvard.

In that spirit, I believe it starts with a statement of gratitude. The Rhino League was a well-established cultural norm before I arrived. It was a gift that I was privileged to receive. I entered the department as an Executive Assistant to Susan Foster in early 2012, and played with the B2 Bombers that first Summer, and when that team dissolved I tried to captain my own (failed), and eventually joined the Hazardous Wasters (the recreational EH&S team that became my Rhino League family for many years. I got to know people outside of my close work associates in a context of play, movement, and competition. It provided a sense of community, an outlet for expression, and something joyful to belong to. I always felt lucky to have the Rhino League, and so When Jessica Manning and Alex Schier asked if I'd be willing to take over administration of the league, I was glad to do so. I loved it too much, not to say yes.

Robin Wall Kimmerer through her writing has imparted on me the lesson that the appropriate response to a gift is to share and reciprocate. I hope that my time as commissioner has reflected my intention to do just that, and that this document is a suitable parting gift. For the sake of continuity, 2022 should really be the last year that I have my hand on the reigns.

If you are taking on administration of the league, I hope you are entering into it with that same sense of joy and gratitude. *Rhino Volleyball only works because people love it.* Care for that spirit is what will help it endure.

If you are just reading this to understand what Rhino is all about, I hope this document gives you a full appreciation of what makes Rhino League Volleyball special and cherished as well as answering any questions you may have about the league.

I wish I could speak in more eloquent detail about where and how it began. The bits I have learned are that the rhino league originated in the Kleckner- and Guidotti labs. Those labs had close affiliations to Chemistry, so labs from that department joined. All those labs, did not have a courtyard and they ended up playing their games in front of the BioLabs. The league seems to have expanded in the late 80s and early 90s, adding teams from more closely affiliated departments. Rich Losick was Chair when the official volleyball court and net were installed. People from the Kleckner lab ran the league for many years. There was a phase where grad students roated annually running the league. Then Lance Schumacher was commissioner for 12 years before I took over, which I believe was in 2017. Kumaresh Krishnan joined me as co-commissioner in 2021, and advisor in 2022.

At this point, the institution is long enough that there is a significant shared cultural memory. Many people have played in the league for decades. People start looking for the sign-up posters in May, and they respond enthusiastically. The community from a wide range of departments participates. MCB, OEB, SEAS, Physics, SCRB, and Chemistry are all consistently represented, and we occasionally get some

other neighbors such as the Divinity School which shares the courtyard. The spirit of the league is inclusive of anyone who has a Harvard ID, and is limited only by the scope of how widely the league is advertised. Below, I will describe the advertising practices I have used that generally result in 38-42 teams signing up each summer.

Beyond that, Rhino League is a great source of stories and relationships. Especially as the playoffs progress into later rounds, people get nostalgic about how past years went, and people they have played with or against and close bonds they formed. People reflect on how the season has gone for them and how it compares to other years. People try to predict who they think will win and why.

Competitive sport is physical, emotional, psychological, and communal. It moves people to integrate those different aspects of themselves, connecting ideas, feelings, sensations with relationships based on shared experience. That is what community is, and that is why the Rhino League is such a treasure. It brings people together.

It is fundamentally simple, as most sacred things are.

ORGANIZING PRINCIPLES

Here I'd like to describe the ideas I have interpreted as important to hold when planning and executing a Rhino League season:

1. The league should be familiar, welcoming, and reliable.
 - a. It should show up on people's radar when they expect it, and deliver on the experience that they are accustomed to.
 - b. It should be clear that it is open to new people who meet the guidelines of having a Harvard ID.
 - c. The information on how to get involved or learn more should be immediately obvious.
2. The league should be fun.
 - a. The rules exist to support a league where people have a good experience. The rules are not more important than a good experience.
 - b. As commissioner there are times when complaints or confusion arise. Discretion and good judgment should be rooted in ensuring that the league remains fun more than that the rules are followed.
 - c. Fortunately most of the rules are written in the spirit of keeping the league fun.
3. It helps to talk to people.
 - a. It helps to have co-commissioners, or a commissioner and an advisor so that you can have multiple perspectives on anything that arises, and multiple ears listening for signs of success or needs for change.
 - b. It helps to set clear expectations for captains early and reinforce them throughout the season.
 - c. There are numerous times during the season when one will be sharing information with all the captains.
 - i. It helps to keep a convenient mailing list well organized.
4. Fairness creates the container for play.

- a. The rules are the boundaries and expectations for people to engage in good faith.
- b. The extent that they matter is the extent to which they create trust.
- c. The rules only work if people know them before they come up to be enforced.

TIMING OF THE SEASON

- The league year generally starts the week after commencement.
- It usually takes about a week after the submission deadline to build enough of a schedule to get the year started.
- I have traditionally tried to give teams 3 weeks to sign up, though some years it's been short notice and 2 weeks has been sufficient.
- When possible, the league plays an 8 week regular season.
- This is followed by an off week while the final playoff seedings are determined and communicated.
- The playoffs take about three weeks.
- The Rhino cup final is usually played on a late Friday around the third week of August coordinated with MCO orientation as a highlight event.

PHASE 1 – ADVERTISING AND BUILDING THE ROSTER

- The primary advertising to solicit sign-ups has been two-fold:
 - Emailing the list of the previous year's captains.
 - Putting up flyers in all the relevant buildings (30-40 posters total)
 - Northwest Labs
 - Biolabs
 - Divinity Hall
 - Maxwell Dworkin
 - Pierce Hall
 - Science Center
 - Malinkrodt
 - The most recent poster should be attached to however you are reading this document, but the relevant information needed has been:
 - Anyone with a Harvard ID can play
 - Teams must have a minimum of 4 players at each game.
 - Normal play is 6v6.
 - To sign up, a captain should email the commissioner (or use a sign-up form).
They should provide:
 - A team name
 - Captain name
 - Captain email
 - Alternate contact
 - Alternate contact email

- A Department Affiliation
- A group/lab affiliation
- Whether they want to play competitive or recreational
- A single schedule request
 - Either one window they want to play or one window they do not want to play
- Games are scheduled between 9 AM and 5 PM on weekdays.
- The regular season is 8 weeks.
- The season begins the week after commencement
- The finals happen in mid-August.

PHASE 2 – CREATING A SCHEDULE

- Typically, the schedule is built so that Competitive teams play other competitive teams, and recreational teams play other recreational teams.
- If there are an odd number of teams sometimes it is necessary to schedule a bye week or cross divisional play.
- I have almost always been able to accommodate each team having one either positive or negative time preference.
 - If one team's preferred time conflicts with another's unavailable time, I simply alter the schedule so that they don't play each other.
- As mentioned, games should ideally start the Monday after commencement.
 - This affords enough time to have an 8 week regular season schedule.
- Approaching the schedule is a data management process. There are a lot of ways to do it, so long as two teams don't play each other twice in the same season.
 - The way I've done it is to divide each division into two sub-groups for numbering. A1-A6 and B1-B6 for competitive (we normally get 10-14 competitive teams). Then week 1 A1 plays B1, week 2 A1 plays B2, and works their way through that list. Week 7, A1 plays A2, Week 8, A1 plays A3.
 - Recreational works the same way, but since there have always been more than 16 teams, it has been simpler to progress through 8 weeks with the same pattern.
- I have found it easiest, once I've built the matrix of when each team will play each other, to go week by week and schedule the teams with preferred playing times first, then slot in the games for teams with preferred avoided times afterwards.
- I put two other blocks in the calendar based on tradition:
 - 2 PM has traditionally been held for open practice time.
 - After 4 PM Friday has traditionally been held for pick-up play.
 - These norms could be changed if other arrangements are preferred, but I recommend collecting perspectives and objections before doing so.

PHASE 3 – REGULAR SEASON

- The bulks of the work during the regular season is tracking game results.

- Team captains are responsible for reporting the results of their games but are not always diligent in doing so.
 - This necessitates some follow up.
- This is an area for gaining efficiency if someone with some computer science skill can create a portal that would allow teams to submit results that would populate a data table directly instead of being emailed and entered by hand.
- It is important to track the results accurately because they create the playoff seeding.
 - A and B divisions are the "competitive" divisions and are at an equal level. They are separated into 2 divisions to make scheduling easier. The same is true for the "fun" C and D divisions.
 - A Win against an A/B team is worth 3 points
 - A loss against an A/B team is worth -1 points
 - A win against a C/D team is worth 1 points
 - A loss against a C/D team is worth -2 points
 - A forfeit against any team is worth -3 points
 - You should find attached in an excel sheet my example of how I've tracked these results in a table to calculate season points for the playoff seeding.
- The other general work during the season involves:
 - Responding to questions
 - Clarifying rules
 - Making schedule changes when the captains have agreed to an alternative date
 - Captains should be responsible for communicating about reschedules, and simply inform you when they've picked a date.
 - I strongly advise the commissioner not to get too involved with rescheduling games besides doing the calendar update at the end. You could make a lot of unnecessary work for yourself very quickly if you are not careful.
 - Occasionally being the bad guy when teams, either through ignorance or deceit, undermine the spirit of the league by circumventing the roster rules
 - This is rare, but it does happen. An example would be when a player plays for two different teams at different points in the season. In this case, the rule is clear that any games that once a player has played any point for one team, if they play a point for another a team that second team automatically forfeits that game.
 - Monitoring the equipment and conditions of the court and communicating with building operations to address issues.
 - The quality of sand is an ongoing issue.
 - The net breaks and needs repair or replacement sometimes.
 - The lines break and need repair or replacement sometimes.
 - The poles themselves can tend to get pulled inward and make it harder for the net to be as tight as it should be. Every decade or so, it takes a small excavator to dig a hole on the outside edge of the pole and tilt it back out. Look for opportunities when construction crews are already on site, and be friendly.

PHASE 4 – PLAYOFF SEEDING AND TRACKING

- The playoffs are traditionally a 32 team double elimination tournament.
 - This takes about 3 weeks to complete.
 - The full bracket path is available on the Rhino League website at: <https://projects.iq.harvard.edu/rhinoleague/bracket>
 - It is important to pay attention to the logic progression of each game to make sure that the games happen in the necessary order.
- Teams are scored based on the regular season results as noted above, and the team with the most points is the 1 seed.
 - I have always let Excel break ties however it chooses to when I sort the teams by points.
 - You may want to do something more formal, but I've never had a complaint here.
- As mentioned elsewhere, there is usually a week off between the end of the regular season and the playoffs in order to give the commissioner time to finalize the results for the seedings and communicate them to the captains.
- Once the seedings are known, the calendar should be populated with the names of the teams playing.
 - Example: if Game 1 is Seed 1 v Seed 32, I would put into the comments "4th Floor Giants v Beasts of the Yeasts"
 - After the game, I would add "WIN" next to 4th floor Giants, and "LOSE" next to Beasts of the Yeasts (or vice versa).
 - Then I would add the team names to the comments of the appropriate next games.
 - This is the best way I've been able to find to consistently track how teams are progressing through the playoffs. There may well be a better option, but it may require more skill with computer science or familiarity with resources I have not had exposure to.

PHASE 5 – THE RHINO CUP

- The Rhino Cup Championship game is played on a Friday at 4 PM during MCO orientation.
- The third place game typically takes place at 3 PM the same day.
- Traditionally pizza and beverages (including beer and wine) are served.
 - This is coordinated with the MCO program's TGIF order, and generally double their normal order.
 - MCO normally contributes the cost of a normal TGIF order, and any additional costs is split between the participating departments (remember how every team that signed up provided their department affiliation.)
 - This is handled by writing to the department administrators and asking them for a 33 digit account string to apply for the relevant cost.
 - Some DAs are more forthcoming and eager to contribute than others. It is wise to over-estimate the cost burden on each department when asking, so that if some resist contributing you don't have to go back and authorize a larger amount.

- The trophy itself traditionally lives with the previous season’s champion, and is produced by them on the day of the finals.
 - In 2022, it was won by the Uchida lab team “4th Floor Giants”

PHASE 6 – DEBRIEF AND CONTINUANCE

- After the season it is good practice to debrief how things went among any stake holders one can.
 - Co-commissioner/advisor
 - Captains of the teams in the finals and 3rd place game
 - Anyone who loves the Rhino League and wants to talk about it
- Some good questions to ask:
 - Are there better ways to track and communicate things?
 - Do you know anyone who would like to be involved in future years?
 - Where there any things you found frustrating or difficult?
 - Are there bigger ideas you’d like to see executed?

THE WEBSITE

<https://projects.iq.harvard.edu/rhinoleague>

- This website has the rules, an FAQ, a schedule, the playoff bracket map, and a place to upload documents.
- At the time of this writing, it is connected to my (Jack Rizutko) g.harvard.edu account, which will be closed September 2022.
 - HUIT will need to be contacted to transfer the website to someone else’s care.
- I have traditionally used the “teams” page to share the tracking spreadsheet I use for all the team rosters etc. I am going to upload this document there are well before signing off as commissioner.

COMMON THEMES AND CONCERNS

These are some ongoing issues that need to be addressed occasionally, or that come up often:

- The sand on the court
 - There is never enough, and the quality provided is not great.
 - The court is built on a concrete slab, so where the sand wears down, people can have some rough contact with that concrete and get some serious scrapes.
 - Ideally the court would have a refresh of playground sand at the start of each season in a large amount.
 - Practically, the court is sometimes refreshed with a small amount of construction sand.

- This is controlled between building ops and the grounds crew. Finding the relationship leverage to get them to change their practice is a win that would be enthusiastically celebrated, but one I was never able to manage.
- Water hoses for hot days.
 - Building ops is often willing to set up a working hose that players can use to wet down the sand on particularly hot days. To accomplish this, it helps to be one site familiar with weather conditions, and maintaining good relationships with operations.
 - Without this, the sand can get quite hot and unpleasant to play on.
- Judgement calls
 - As commissioner, aside from just administering the process of the league, there are many cases where you will be asked to make decisions or answer questions that come up in the gray areas of rules, or are simply things you could not have anticipated. At these times, I would refer you to the organizing principles above, and counsel you to simply think about:
 - What precedent you want to set and why?
 - Who will be affected in the present and the future?
 - What will be elegant and efficient?
- People don't call their own nets nearly often enough.
 - This is the single biggest safety issue. If people are touching the net, they are risking collision with the other team. That's why the net rule exists.
 - It helps to remind captains of this 2-3 times per year, and to remind them that it is in the spirit of fun, safety, and good sportsmanship to call your own nets. When people actually call their own net, it sets a positive tone of accountability that is easily observed.
 - When people don't call their own nets, that sets a negative tone that is also easily observed.
- Refing for the finals
 - I have not wanted to be a referee. I have done it and made some hard calls and didn't feel like I was adding enough value to be worth proactively involving myself.
 - Adapting to this, I have offered to be an extra set of eyes to respond with a call only if asked for one.
 - There have been times when someone else stepped up to ref, and it was helpful, but it has not been super necessary.
 - It does help a LOT to use a scoreboard, which MCB Administration has a hold of somewhere. This keeps the crowd engaged and informed, which contributes strongly to the energy of the event.

CORNER CASES TO BE AWARE OF

- When recreational teams play competitive teams in the playoffs, the standards around calling carries is very different. This often leads to frustration on both sides. It's good to warn people and remind them heading into the playoffs that this will come up. It can create frustration and hostility quickly when emotions run high and teams are facing elimination.

- Teams are not good about reading the publicly available rules, and some don't come up often.
- Someone once innocently played on two different teams in the playoffs thinking they were just helping make sure their friends got to play instead of forfeit. I had to force the forfeit, because that rule prevents teams bringing in ringers and consolidating talent in unfair ways as the season progresses, and I had to maintain that boundary.
- On very rainy days, the court looks like a small pond. The area simply doesn't drain well. People sometimes ask if they have to play. I have always told them, I'm not the volleyball police. Make your own choices, but if you ask me you should play. It makes a great story. I've done it, and it's not really so bad. It's always actually the teams' captains responsibility to negotiate these decisions.
- People will occasionally contact you about reserving the court. There is no formal system for reserving the court outside of Rhino League play. It's first come first serve.

SOME IDEAS I HAVE WANTED TO EXECUTE THAT YOU MIGHT WANT TO TRY

- I think it might be nice to open the year with an event prior to the submission deadline for teams. The main idea would be for people to have a way to find teams to join, or for captains to find people to round out their teams.
 - This might include:
 - A lot of pick-up volleyball
 - A mini tournament
 - Volunteers teaching some basic skills
 - Specific involvement of the previous year's champions
- A short 2v2 tournament the last 3-4 days of the playoffs once the schedule is more open.
 - This could be a way for the people who don't want to be done playing to stay active and involved, and add to the active energy in the courtyard.
- Rivalry week
 - The week between the regular season and the playoffs could be used for a rivalry week where teams played a game with no bearing on the standings against an opponent that would carry some added meaning.
 - The first year might be a little arbitrary, but over time it could become a fun tradition with rivalry trophies etc.

IF YOU HAVE ADDITIONAL QUESTIONS FOR ME:

I hope that this document answers all your questions and gives you the perspective you need to organize and lead the Rhino League. If there is something more you want to know that's not here, or if you just want to talk about Rhino with someone who will nerd out about it with you, I am always happy to connect.

I can be best reached through personal email or phone. I won't list those here in a publicly available document, but there are a few people who have my contact info that I trust to distribute it if you ask them for it:

- Jessica Manning
- Renate Hellmiss
- Camila Ossa
- Kumaresh Krishnan

You could also probably just google me or search me on LinkedIn, etc...

I'd be happy to contribute to your success with Rhino... or anything else you might want to talk about... I like talking to people and helping them succeed. It's sort of my thing.

EXAMPLE COMMUNICATIONS

The rest of this document is a series of copied and pasted emails I have sent in the 2022 season so that you can see how I've handled things. Feel free to steal as much or as little of my writing as suits you.

Greetings all,

The Rhino League Volleyball season is upon us, and sign-ups are due this Friday 5/27. Please see the attached flyer for more details. Please also feel free to print it out and post it for all to see.

Best regards,

Jack Rizutko

Good Morning All,

Thank you for signing up for the Rhino League! I am excited to see you all on the sand.

I'm writing to confirm that I have your teams on the roster presently, and **my goal is to have a schedule posted for next week's games by noon tomorrow** so that you all have time to plan accordingly.

As it stands right now **we have 38 teams**, which is a great number. I have a couple teams still confirming their division, so depending on how even the numbers split is, **I may have 1 weekly match-up across divisions** to avoid giving teams a week off with odd numbers.

In the meantime here are some resources and reminders:

- **You can find the contact list for the other teams and captains**
 here: https://docs.google.com/spreadsheets/d/1Qvz9M69bfDSw6PQSK_D74crlbl58nTh5HHfEJmRei7A/edit?usp=sharing
 - Please take a moment to check your team's listing for accuracy.
- **The Rhino league home page is here:** <https://projects.iq.harvard.edu/rhinoleague>
 - **Please take some time to familiarize yourself with the rules.**
 - **PLEASE ENCOURAGE YOUR TEAM TO CALL THEIR OWN NET VIOLATIONS.**
 - Net rules are a safety issue.
 - **The schedule will appear**
 here: <https://projects.iq.harvard.edu/rhinoleague/schedule>
- I have at least one player who has contacted me independently interested in a team. They have some organized volleyball experience as a middle blocker and are interested in playing the competitive division. Their name is Masa
 Email: REDACTED. They work with the Liberles Lab in Cell Bio at HMS. Please reach out directly to them if you have a spot for them on your team.

Thanks All,

Jack

Good Morning All,

The schedule for week 1 has been posted to the Rhino League website here: <https://projects.iq.harvard.edu/rhinoleague/schedule>

I'll try to get the next few weeks up before the end of day tomorrow.

If you're new to Rhino, you should know that your team has been given a numerical designation A1-D14.

- A/B designations are competitive league.
- C/D designations are recreational league.
- There is no difference between A and B or C and D. The designations are just for easier coordination of scheduling.
- **PLEASE NOTE:** If you wish to try to reschedule, you should contact the other captain directly. Teams are under no obligation to accommodate a reschedule request. If you cannot play at your designated time, the opposing captain may claim the forfeit.
 - That said, I believe that playing is always more fun than not playing, and so I encourage good faith efforts to find a time that works.
 - Lightning/Thunder is the one exception - We always reschedule for lightning and thunder.

- If you do reschedule a game, please email me to let me know so that I can move it on the calendar.
- After your game, please make sure to email me the results in the format "A1 lost to B1" or " The metaVOLLites thrashed CobraKai mercilessly".

The list of team names and designations is copied below. It should also be viewable on page 2 of the shared spreadsheet: https://docs.google.com/spreadsheets/d/1Qvz9M69bfDSw6PQSK_D74cribl58nTh5HHfEJmRei7A/edit?usp=sharing (let me know if you can't access it. I may need to change permissions.)

A1	CobraKai
A2	Aquatic Army
A3	4th Floor Giants
A4	Spike Proteins
A5	volleyballers69420blazeit
B1	The metaVOLLites
B2	Spiking Variability
B3	Bertoldi Beach Bunch
B4	Lukin for Trouble
B5	Blocked and Reported
B6	The U.S. National Team
C1	Six-Player Cortex
C2	Lots-O-Legs
C3	Bump Set ATAC
C4	Variety pack
C5	Bus Drivers
C6	Hazardous Wasters
C7	The Engery Fish
C8	Crispr Screammers

C9	LithiumNiobeamgonnaspikethisballatyou
C10	Dominant Phenotype
C11	Sets on the Beach
C12	AC/TC
C13	Enigmatic Innovation Squad
D1	The Beasts of the Yeasts
D2	Meltonites
D3	Volleytronics
D4	Don't FRET
D5	Thunderholes
D6	The Prote-Aces
D7	Insane in the Ethane
D8	McWagers
D9	Fantastic Fourth
D10	Neural Networks
D11	Weitz Lab
D12	BadAssBugz
D13	Maximum Bellocity
D14	Many-Volley Theory

Thanks,

Jack

Good Afternoon Rhino Captains!

We are coming to the end of our regular season (this is week 7, the final week), and preparing to enter the Rhino Cup (and maybe the Dung Cup) tournaments. As such I wanted to share some details and notes for everyone to be aware of:

1. **There are no scheduled games next week.** This is to give everyone a week to report final results, learn their playoff seeding and plan ahead for the less predictable double elimination playoff schedule. The only official games being played next week should be make-ups for previously rescheduled matches, and those should be done early in the week.
2. **The Rhino Court is booked the afternoon/evening of Friday 7/29 for an event.**
 1. Please spread the word. The court will not be open as usual for pick-up volleyball that Friday evening.
 2. The event is a celebration of the life and work of Howard Berg.
 1. Please contact MCB administration (Jessica Manning) for more information about the celebration.
3. **Reading the playoff schedule:**
 1. Your team will have a number seed from 1 to 32. This will indicate your first game on the schedule.
 2. Every game has a game number.
 1. When you win your game, your next game will be listed as WX where x = the number of the game you won.
 2. When you lose your first game, your next game will be listed as LX where x = the number of the game you lost.
 3. When you lose your second game, you're out of the tournament.
 3. I will do my best to keep the public calendar updated with the names of the teams who are playing in the notes section, but you will need to track your wins and losses to find the game times.
4. **There is no rescheduling in the playoffs.**
 1. Do not ask.
 2. The only exception is lightning. Lightning always cancels games.
5. **We are still looking for next year's commissioner.**
 1. If you see me during the playoffs, please believe that I will ask you if you're interested or if you know anyone who might be.
6. **I will send an update email with seeding numbers next week.**
 1. I hope for this to be ready by Tuesday evening. I'll do my best to get it to you as early as I can.
 2. The current results are updated online at <https://projects.iq.harvard.edu/rhinoleague/teams>
 1. If you scroll all the way to the right on the results page, you will see the live calculations of points based on game outcomes. Those points are what will determine seeding. If I never get a report from a game, I will count it as a league appropriate loss for both teams (as a zero would advantage some teams for non-reporting).
 3. Please review the results and confirm your team's games have been reported accurately. I depend on ya'll to report and audit the game data. I don't have any other way to cross check accuracy.

Please let me know if you have any questions.

Best,

Jack

Good Morning All,

I have recorded all the results that have been sent to me thus far, and I am still missing a handful of results. **This is your last call to review the results** page and give me any updates. It is my plan to add any final updates this evening and send out the playoff seedings.

Seeds will be locked in at 7 PM tonight.

The Preliminary seedings are copied below. You should be able to get at least some sense of what your likely game times will be given a slight adjustment up or down in teams' points.

AW = a Win over a competitive team (3 points)

AL = a Loss to a competitive team (-1 points)

BW = a win over a recreational team (1 points)

BL = a loss to a recreational team (-2 points)

FL = a forfeit loss (-3 points)

As a reminder, **any game I do not have a report for, I will record as a regular loss** for both teams for playoff seeding.

The top 32 teams are in the Rhino Cup tournament.

PRELIMINARY SEED	Number	Team Name	W1	W2	W3	W4	W5	W6	W7	Points
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1	A3	4th Floor Giants	A W	A W	A W	BL	A W	A W	A W	16
2	A2	Aquatic Army	A W	A W	A W	A W		A W		15
3	A5	volleyballers69420blazeit	AL	A W	A W	A W	A W	A W	BW	15
4	A1	CobraKai	A W	A W	FL	A W	A W	A W		12
5	D4	Don't FRET	BW	BW	BW	BW	A W	BW		8
6	D11	Weitz Lab	BW	BW	BW	BW	BW	BW	BW	7
7	A4	Spike Proteins	AL	AL	A W	AL	A W	A W	AL	5
8	D3	Volleytronics	BL	BW	BW	A W	BW	BW		5
9	B5	Blocked and Reported	A W	A W	AL	AL	AL	BW		4
10	B1	The metaVOLLites	AL	BW	AL	A W	AL	AL	A W	3
11	C4	Variety pack	FL	BW	BW	BW	BW	BW		2
12	C12	AC/TC	BW	BW	BW	BW	BW	FL		2
13	C11	Sets on the Beach	BW	BL	BW	BL	BW	BW	BW	1
14	B3	Bertoldi Beach Bunch	AL	AL	A W		AL	AL		-1
15	D5	Thunderholes	BW	BL	BL	BW	BW	AL	BW	-1
16	C2	Lots-O-Legs	BW	BW	BL	BL	BW	BW	BL	-2
17	C3	Bump Set ATAC	BL	BL	BW	BL	BW	BW	BW	-2
18	C5	Bus Drivers	BL	BW	BW	BL	BW	BW	BL	-2
19	C7	The Engery Fish	BW	BL	BL	BW	BL	BW	BW	-2
20	C6	Hazardous Wasters	FL	BW	BW	BL	BW	BL	BW	-3

21	D12	BadAssBugz	FL	BW	BW	BW	BW	BL	BL	-3
22	B4	Lukin for Trouble	A W	AL	AL	AL	FL	AL		-4
23	D6	The Prote-Aces	BW	BL	BL	BW	BL	BW	AL	-4
24	D14	Many-Volley Theory	AL	FL	FL	BW	BW	BW		-4
25	B2	Spiking Variability	AL	AL	BW	AL	AL	AL	AL	-5
26	D8	McWagers	BL	BW	BL	BW	BL	BL	BW	-5
27	D13	Maximum Bellocity	BW	BL	BL	BW	BW	BL	BL	-5
28	B6	The U.S. National Team	BW	AL		FL		FL		-6
29	C8	Crispr Screammers	BW	BL	BW	BL	BL	BL		-6
30	C13	Enigmatic Innovation Squad	BL	BW		BW	BL	BL	BL	-6
31	D1	The Beasts of the Yeasts	BW	AL		BL	BL	BL		-6
32	D2	Meltonites	BL	BW	AL	BL	BL	BL	BW	-7
	C10	Dominant Phenotype	BW	BL	BL	BL	BL	BW	BL	-8
	C9	LithiumNiobeamgonnaspikethisballatyo u	BW	FL	BL	BL	FL			-9
	D9	Fantastic Fourth	BL	BL	BW	BW	BL	BL	FL	-9
	D7	Insane in the Ethane	BL	BL	BL	BL	BL	BL	BW	-11
	D10	Neural Networks	BL	BW	FL	BL	BL	BL	BL	-12
	C1	Six-Player Cortex	BL	FL	BL	BL	BL	BL	BL	-15

The full spreadsheet can be found here: <https://projects.iq.harvard.edu/rhinoleague/teams>

Thank you,

Jack

Good Evening Rhino Captains,

I am writing to share the **final seeding for the Rhino Cup playoffs below!** (The full spreadsheet with all the game outcomes, math, contacts, etc has received a final update at the Rhino LEague site. <https://projects.iq.harvard.edu/rhinoleague/teams>)

Please let me know if you have any questions.

A few notes heading into the playoffs:

1. **Net violations and Carries.**
 1. In the playoffs when recreational teams and competitive teams start playing each other, the difference in expectations about levels of strictness around rules. This is where emotions run highest in my experience. Resolving this difference has two components:
 1. **Call your own fouls.** Be honest, clear and accountable. It makes the game more fun and fair, and builds trust.
 2. **Communicate gracefully.** Let the other team know if something looked like a carry or a net violation to you. Give them a chance to respond with their perspective. If there's a discrepancy that can't be resolved for the point just played, then replay the point, and come up with a clear boundary for future calls that both teams can understand.
2. **There is no rescheduling in the playoffs.**
 1. Don't ask.
 2. Prioritize.
 3. Lightning is the exception.
3. **The Rhino cup is for the teams that can commit to showing up.**
 1. Teams that advance into the second week will find themselves playing more and more frequently. Please plan accordingly.
 2. If for some reason you know that your team cannot compete in the Rhino Cup on Friday August 19th, please let me know so that we can come up with a graceful plan to avoid an anti-climactic end to our season. Please don't wait until August 18th to tell me.
4. **Please report game outcomes to me as early as possible and CC: Kumaresh.** I will do my best to update the calendar so that people can see who is advancing, and if Kumaresh is kept informed he can help answer questions as well.

Thank you all, and have fun out there!

Jack

