



Gladstone Volleyball Association Competition Rules

Preamble

Gladstone Volleyball Association's "Gladstone Open Championship" is a one-day tournament for GVA members – nominally set at Division 2 level players. These Competition Rules address arrangements associated with the eligibility of players, requirements of participant teams, and conduct of the competition. Unless otherwise listed in these Rules, the Gladstone Open Championship is conducted in accordance with the official rules of FIVB as varied by Volleyball Australia. Competition date, draw, results, and entry process will be available through the GVA website:

www.gladstonevolleyball.com.au

1. Match format – Pool Matches

- i. Matches will be best of 5 sets, time capped
- ii. Sets 1-4 (inclusive) shall be to 25, Set 5 shall be to 15 points
- iii. Incomplete sets will count as a set won if a team has more than half the set points (i.e. 8 for a set to 15, and 13 for a set to 25) and leads by two (2) or more points.
- iv. All sets require a lead of at least 2 points to count as completed.

2. Match format – Qualifiers, Cross-over and finals matches

- i. Matches will be best of 3 sets, untimed
- ii. Sets 1-2 (inclusive) shall be to 25, Set 3 (if required) shall be to 15 points
- iii. A minimum win margin of 2 points is required to complete the set.

3. VQ Registration

- i. For players to be eligible to take the court, they must be a current financial member of VQ (Recreational Level). There will be "Zero Tolerance" regarding unregistered players at any stage of the tournament.
- ii. Any unregistered players who take to the court are in violation of rule 3i, which will result in the immediate loss of the set being applied to their team. Registration is available online on the VQ website: www.vq.org.au/membership/
- iii. It is the player's responsibility to ensure that they are registered, although team captains are encouraged to check all players are registered prior to the start of play.



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4. Game Times

- i. Warmup and access to the court will start at the scheduled times listed in the draw.
- ii. Games that start late for any reason will still finish on time.
- iii. Any team(s) not ready to play, including writing names on scoresheet, at the match commencement time will forfeit the first set. Thereafter, any team(s) not ready will forfeit the match after ten minutes.
- iv. All players who take the court must be recorded on the team list – if a player takes the court without being on the team list, the offending team may forfeit that set.
- v. Guest players under Rule 6iii must also be recorded on the team list for that match.

5. Competition Standing and Penalties

- i. Competition standings are calculated by games won, then set ratio, then points ratio.
- ii. Points will be awarded in all divisions as follows:
 - a. 10 points for a win
 - b. 8 points for a draw
 - c. 6 point for a loss
 - d. 0 points for a forfeit
- iii. Team captains should ensure scores are entered correctly at the end of each game.
- iv. The Competition Manager will act in a fair and consistent manner when deciding how to treat discrepancies on scoresheet.
- v. Where a team forfeits the opposing team will be awarded ten (10) competition points and zero (0) 'for' and 'against' points.
- vi. Where a team loses a set due to a penalty/rule infraction the score shall be recorded as 25 – 0 to the opposing team. If a team loses all points in a match due to penalty, it shall be treated as a loss and set scores of 25-0 shall be awarded to opposing team for each set penalised (15-0 if a 3rd set played in a final).

6. Incomplete teams (less than 5 players)

- i. Teams may play with five (5) players. The team will play with a 'hole' and automatically forfeit the point when the 'hole' is due to serve. Teams may not play with less than five (5) players.
- ii. If teams have less than 5 players they will forfeit the first set at the scheduled start time and then the match after ten (10) minutes, in accordance with rule 4 iii
- iii. Teams with five (5) registered team players present may borrow one (1) guest player to make their team up to six (6) at the discretion of the



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Competition Manager. Teams fielding guest players without prior approval will forfeit any set in which the guest player takes court.

- iv. Guest players must be registered, financial members of both VQ and GVA.
- v. Generally, preference will be given to playing with 5 players (including a 'hole') over inclusion of a guest player in finals matches, except in exceptional circumstances (e.g. injury and/or the guest player has already played for the team in pool matches).

7. Eligibility

- i. Un-financial players and teams are not eligible to take the court to play.
- ii. Players may not play on multiple teams.
- iii. Tournament is mixed gender, open age groups (12 years +)
- iv. Competition Manager (or GVA Management Committee) reserves the right to review and remove (with notice to the team captain):
 - a. Teams with players who normally play in Division 1 and/or Representative level, and/or
 - b. Players who are, in the opinion of officials, unsafe to play at this level of competition
 - c. Players who appear, in the opinion of officials, to be under the influence of drugs or alcohol (no proof is required)
- v. If a team becomes incomplete due to removal of players the team may forfeit all further games in the tournament

8. Duty

- i. Duty roles will be undertaken by GVA Management Committee and/or Gladstone Thunder Members

9. Net height

- i. The net height should be set to 2.24m (Women's Height).
- ii. Games will not be replayed if the wrong net height is used

10. Tournament rule variations

- i. Substitutions – unlimited in number
- ii. Substitutions – any eligible player may substitute for any other player on court
- iii. Time outs – may not be called in the final 5 minutes of timed matches
- iv. Server does *not* rotate after 3 points won on serve (variation to Club rule for Division 2)