



Gladstone Volleyball Association Competition Rules

Preamble

Gladstone Volleyball Association Social league is a weekly competition with multiple divisions. 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, GVA's Social League is conducted in accordance within the official rules of FIVB as varied by Volleyball Australia. Competition dates, location, divisions offered and entry process will be available through the GVA website: www.gladstonevolleyball.com.au

1. Match format

- i. Sets will be:
 - a. Divisions 1 - 3: best of three (3) compulsory sets; 2 sets to 25 and 3rd set to 15
 - b. All games are time capped.
- ii. Substitutions and Exchanges
 - a. Division 1: should be conducted in accordance with the FIVB rules (noting that 2nd Referee and Scorer may not be present). No penalty is applied for following GVA Division 2 & 3 rules instead of FIVB rules.
 - b. Division 2 & 3: may be made between points at any time during the match and are unlimited in number. Substitutions may be made from either side of the court and any player may be substituted.
- 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. Full sets require a lead of 2 points.
- iv. Division 2 & 3 serving team will rotate server after winning three (3) consecutive points on serve.

2. 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 season.
- ii. Any unregistered players who take to the court are in violation of rule 3i, which will result in a forfeit 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 players are registered, although team captains are encouraged to check all players are registered prior to the start of each game.



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3. 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. Where the players taking the court are registered for the team scheduled to play, but the team list has not been correctly filled in the Competition Manager shall use discretion regarding forfeiture of the set/game.
- v. Guest players under Rule 6iv must also be recorded on the team list for that match.

4. 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. 3 points for a win
 - b. 2 points for a draw
 - c. 1 point for a loss
 - d. 0 points for a forfeit
 - e. 2 points for a bye
 - f. -1 points for an unnotified forfeit or failure to complete duty (at competition manager's sole discretion)
- iii. Where score sheets are incomplete, missing or illegible the Competition Manager may use the best information available or may score both teams zero (0) points, at the Competition Manager's sole discretion. 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.
- v. Where a team forfeits the opposing team will be awarded three (3) competition points and zero (0) 'for' and 'against' points.

5. Incomplete teams (less than 4 players)

- i. If teams are incomplete, 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



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- ii. Teams may play with five (5) players. Teams may not play with less than five (5) players (excepting scratch matches for no competition points).
- iii. Teams with four (4) or five (5) registered team players present may borrow one (1) or two (2) guest player(s) to make their team up to five (5) or six (6). For clarity, registered team players may not be substituted by guest players and must remain on court.
- iv. Guest players may play in the same division or 'up' a division.
- v. Guest players may play 'down' a division but must adjust the level of their play to match the level of the players on the opposing team. Any play deemed to be inappropriate and/or unsafe in the opinion of a committee member shall result in forfeiture of the offending team for that set and/or match and may result in the suspension of the guest player for the remainder of that match.
- vi. Repeated infractions resulting in suspension under rule 6v may result in longer suspensions or other sanctions as deemed appropriate by one or more committee members
- vii. Guest players must be registered, financial members of both VQ and GVA.
- viii. Teams with less than four (4) of the registered players for that team forfeit the match in accordance with rule 6i. Teams may borrow guest players to play a 'scratch match' for no competition points if they have forfeited. The duty team will not forfeit competition points if they choose not to duty a forfeit match.

6. Allocation to Divisions

- i. Players may not register to play with multiple teams in different divisions
 - a. Except where an exemption is granted by the competition manager for specific players to assist developing teams
 - b. Players will be bound by rule 6v where playing down a division
 - c. No more than 2 players may assist as registered players with any one (1) developing team
- ii. The Competition Manager and Player Rep(s) will allocate teams to divisions at their discretion, giving consideration to the number of Representative players, the general ability (where known) of players within each team, and the number of teams in each division.

7. Finals format

- i. All finals matches (including medal matches) will be played to time. If at the end of time teams are tied on sets, a point countback will be



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performed to determine the winner. If both sets and points are even at the completion of play a tie will be awarded.

8. Eligibility

- i. Un-financial players and teams are not eligible to take the court to play until full match fees are paid.

9. Duty

- i. Teams will be scheduled for duty as is required by the Competition Manager.
- ii. Duty may be before or after a team has played.
- iii. Teams on duty are to be prepared to provide (as a minimum) a first referee and a scorer.
- iv. The duty personnel must be present at the scheduled match starting time.
- v. A duty team may be penalised competition point(s) for failure to present at the scheduled starting time.
- vi. The duty team is responsible for completing the score sheet, including final score summary and ensuring players list is completed. Failure to do so may result in the loss of one (1) competition point.

10. Net height

- i. For division 3 games, the net height should be set to 2.15m (Girl's Height)
- ii. For division 2 games, the net height should be set to 2.24m (Women's Height)
- iii. For division 1 games, the net height should be set to 2.35m (Approx. $\frac{1}{2}$ way between Men's & Women's Height)
- iv. Games will not be replayed if the wrong net height is used