



# 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](http://www.gladstonevolleyball.com.au)

### 1. Competition Format

- i. Competition standings are calculated by competition points, if tied then set ratio, if still tied then points ratio, if still tied then coin toss. Where the number of matches played is unequal, average competition points won per game will apply.

### 2. Match times

- i. Warmup (10 minutes) and access to the court will start at the scheduled times (6:00pm, 6:50pm, 7:40pm and 8:30pm). Matches will commence at 6:10pm, 7:00pm, 7:50pm and 8:40pm).
- ii. Games that start late for any reason will still finish on time.
- iii. Any team(s) not ready at the match commencement time, will forfeit the first set. Thereafter, any team(s) not ready will continue to forfeit one set after every ten minutes
- iv. B & C Division games are the best of four (4) sets to 15 points within the time frame 50 minutes. A Division games are the best of three (3) sets to 25 points with the time frame 50 minutes.
- v. Incomplete sets will count as a set won if a team has 13 or more points (8 in the deciding set) and leads by two (2) or more points.
- vi. If a round match has a result tied on sets then the result of the match is a draw. Cross over matches (any time limited match that requires a winner) that are tied on sets will be awarded to the team that scored the most points in the match, if still drawn the winner will be the team that won the last point played.

### 3. VQ Registration

- i. For players to be eligible, 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 3.1, which will result in a forfeit being applied to their team. Registration is available online on the VQ website: [www.vq.org.au/membership/](http://www.vq.org.au/membership/)
- iii. It is the Player Reps responsibility to ensure that players are registered



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### 4. Game Start Times

- i. Teams must be ready to play, including writing names on the scoresheet before the match commencement time.
- ii. All players that take the court must be on the team list – if a player takes the court without being on the team list, the offending team will be forfeited.

### 5. Competition Standing and Penalties

- i. Premiership points will be awarded in all divisions as follows:
  - a. 1 point per set won
  - b. 1 point for winning all sets in a game
  - c. 0 points for a bye
  - d. -1 points for a forfeit (opposing team receives 4 points: 1 point for each set 'won')

### 6. Incomplete teams (less than 6 players)

- i. If teams are incomplete, they will forfeit the first set at the scheduled start time and then a set every ten (10) minutes thereafter, in accordance with rule 2 iii
- ii. Teams may play with five (5) players. The sixth place on the court will be a blank spot that will be recorded on the score sheet as an X. When the blank spot (X) is the one to serve, the offending team automatically lose their serve and a point is awarded to the opposition team.
- iii. Teams with four (4) players present may borrow a guest player to make their team up to five (5) to prevent a forfeit. A guest player may not be used to make a team up to six (6) players.
- iv. Guest players making a team up to six (6) will be declared ineligible, and the offending team will incur a forfeit for that game.

### 7. Players playing for more than one team

- i. If players wish to play in more than one division they must indicate their preference in the season match fees form before the commencement of each season.
- ii. B Mixed teams can have no more the three (3) current A Mixed players or Representative Players on the court at any stage in a game. C Mixed teams can have no more than one (1) current A Mixed players or Representative Players and two (2) current B Mixed players on the court at any stage.
- iii. Players and teams must qualify for each division through a trials or selection process lead by the Male & Female Player Reps. Players will qualify for each division through a set of selection criteria.

### 8. Finals format

- i. All matches, except finals, will be played to time. If at the end of time teams are tied on sets, a point countback will be performed to determine the winner. In finals, A mixed matches will be 3 sets to 25 points and B & C Mixed 4 sets to 15 points regardless of time.
- ii.



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### 9. Eligibility

- i. Players and teams who have not paid their full match fees are not eligible to take the court to play until full match fees are paid.

### 10. 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 a first referee and a scorer.
- iv. The duty personnel must be present at the scheduled match starting time.
- v. A duty team will be penalised one (1) competition point for each duty member not present at the scheduled starting time.
- vi. The duty team is responsible for completing the score sheet, including final score summary and players list. Failure to do so will result in the loss of one (1) competition point.

### 11. Net height

- i. For C Mixed division games, the net height should be set to \_\_\_\_\_
- ii. For B Mixed division games, the net height should be set to \_\_\_\_\_
- iii. For A Mixed division games, the net height should be set to \_\_\_\_\_