



COMPETITION RULES & REGULATIONS

1. Match Fees

A Team or individual match fee as determined by the Committee at the start of each season is payable prior to commencement of play each night through a nominated payment platform(s). Team Captains are responsible to ensure their team members have paid and have shown evidence of this to the Competition Manager or duty team prior to the start of the match so it can be marked on the scoresheet.

Failure to pay the match fees pre match in successive weeks will result in the deduction of match points.

2. Player Registrations

Each player participating in Volleyball Ballarat competition must register with Volleyball Victoria online to be considered a member and eligible to participate after April 1st each year. This fee is variable from year to year (there is a per adult or student amount) and is applicable only once a year, but is a requirement of Volleyball Ballarat affiliation. Registrations can be completed online by following the registration link on our website.

3. Match Format

Matches are played within a **60 minute** time limit with a 2 minute change over between sets. The clock will start at the scheduled time regardless of whether both teams have completed the scoresheet and are ready to take the court.

A set, except the deciding 5th set, is won by the team which first scores 25 points with a minimum lead of 2 points. In the case of a 24 – 24 tie, play continues (if time hasn't expired) until a 2 – point lead is achieved eg. 26-24, 27-25.

The 5th set is played to 15 points with a lead of 2 points.

In the case of an unfinished set when the time expires, a set will be awarded to the team that reaches 13 points and is leading by at least 2 points in sets 1 – 4, or reaches 8 points and is leading by 2 points in the 5th set.

4. Finals

The structure of finals will be determined at the discretion of the VB Committee each season and based on the number of teams in each division and the assessed standard of those teams.

Qualifying, Semi and/or preliminary Finals* – All finals matches (with the exception of the Grand final) are to be played as the best of 3 sets, first to 25 in each set including the decider, within a 60 minute time limit.

Grand Final* – All Grand Finals are to be best of 5 Sets (first to 25 with a 2 point lead) with no time limit. The 5th set is played to 15 points with a lead of 2 points required to win.

To be eligible to play in any final a player must be a registered member and have played a minimum of **4** matches during the season with the team concerned. The final decision of eligibility of a player is made by the Committee.

** Finals structures are subject to change between seasons and can be altered by the Committee at any time.*

5. **Premiership Points**

Premiership points will be allocated on the basis of:

- Win = 3 points
- Draw = 2 points
- Loss = 1 points
- Forfeit = 0 points

**Forfeits can include breaches of rules 8, 9, fielding of ineligible players (including non-members), or other breaches of FIVB rules (rule 6) that involve misconduct or inappropriately affect the outcome of a game.*

5.1 **Final Ladder Positions**

Positions of all teams on the premiership ladder will be determined in the following order:

1. Premiership points
2. Sets %
3. Points %

6. **Game rules**

Players must know the Official Volleyball Rules and abide by them. Refer to the latest edition of Official Volleyball Rules on the web at:

www.fivb.org

Players must accept the referee's decision with sporting conduct and without dispute. In case of doubt, clarification may be requested from the referee but only through the team captain.

A team captain must be nominated and prior to the match, the team captain must complete and signed the score sheet, ensure that the team fees are paid and represent their team at the toss. At the end of the match the team captain needs to sign the score sheet to confirm the outcome.

Protests will be resolved immediately by a committee member present but not involved in the match. That decision will be considered final and no further correspondence will be entered into.

7. **Uniform**

All Premis and A-Grade teams are expected to be in matching, numbered uniforms so the scoresheet can be completed accurately.

B-Grade teams are encouraged, although not required, to be in uniform. E.g. same colour shirts/tops. Volleyball Ballarat would ideally like all teams to have matching numbered shirts.

7.1 **Safe sports attire**

All players must wear sports attire that does not pose a safety risk to themselves or other players, including non-marking athletic footwear.

Not permitted during matches:

- Any attire that poses a safety risk to any player
- Oversized clothing that may cause a tripping hazard
- Denim or leather clothing
- Earbuds or headphones during match play

8. Number of Players in a Team

8.1 Minimum number of players on court.

Teams in A grade and B grade competition must have a minimum of **5 players** present at the start of the match. Teams in Womens and Prems divisions must have a minimum of **4 players** present at the start of the match. Prior to the game starting, all present players' names must be recorded on the score sheet. Late players can be added as they arrive.

8.2 Substituting players.

If there are more than six players present, teams may choose one of the following substitution options:

- **Rolling substitutions:** Players rotate on and off the court through positions 1/2, remaining in the same rotational order throughout the set.
- **Standard substitutions (12-sub rule):** Players may be substituted directly during the set, but each player can only interchange with their designated substitute for that set.

If the standard substitution option is used, the referee must be notified at the time of the substitution, and players must enter and exit the court through the designated substitution zone.

8.3 Penalty for insufficient number of players

A grade & B grade

At the start of the game, if **5 players** are not present, the first set is forfeited (25-0)

After **10 minutes**, if **5 players** are not present, the second set is forfeited (25-0)

After **20 minutes**, if **5 players** are not present, the third set and match is forfeited (25-0) etc

Womens & Prems Divisions

At the start of the game, if **4 players** are not present, the first set is forfeited (25-0)

After **10 minutes**, if **4 players** are not present, the second set is forfeited (25-0)

After **20 minutes**, if **4 players** are not present, the third set and match is forfeited (25-0) etc

9. Fill – In – Players

9.1 Appropriate fill ins

Players cannot fill in for a team that is playing in the division below them.

Prems division players can only play in A-Grade teams that they have registered with at the beginning of the season. These allocations must be approved by the committee.

Once a player has registered with a team, they cannot act as a fill-in-player or play for any other team, unless the opposition grants permission.

Fill ins are only to be utilised when the team in question does not have enough players (6) to make up a full team for a match. Fill ins cannot be used to have additional players.

Non registered fill-in players may play a maximum of 3 matches before they are required to register with Volleyball Victoria

9.2 Change of Team

If a player wishes to change teams after registering, a request to do so is to be given to the Association Committee for approval.

A player cannot change teams until approval is granted.

10. Officials

The duty team is responsible for supplying a minimum of 2 match officials - A first referee and a scorer. All teams are strongly encouraged to supply two linesmen (and in A Grade a second / net referee) but this is not mandated.

Referees for finals will be determined by results or appointed by the committee for all finals matches.

Ballarat Volleyball Association reserves the right to amend the draw, including duty teams, at its discretion.

11. Referee's Signals

Immediately after the referee's whistle to indicate the end of a rally, they should indicate the outcome by using the official hand signals:

- 1st – point to the team who won the rally and will serve next
- 2nd – indicate the nature of the fault (eg in / out / carry / net touch etc)
- 3rd – point to the player at fault (only if unclear)