

SKINS PLAYING CONDITIONS 2026

1. All pool matches are 60 minutes in duration and best of 5 sets with no time outs or substitutions in the last 5 minutes.
2. There will be a **maximum** of 10 minutes change over between matches
3. Premiership points will be allocated on the basis of:
 - **Win** = 3 points + 1 Bonus point for each set *WON*
 - **Draw** = 2 points + 1 Bonus point for each set *WON*
 - **Loss** = 1 point + 1 Bonus point for each set *WON*
 - **Forfeit** = 0 points
4. An unfinished set will **NOT** count towards the match result unless one of the teams has reached **13** points and holds a **2-point** advantage.
5. All points in an unfinished set **WILL** count towards points %.
6. Any point that is in progress at the expiry of any timed matches **WILL** count towards the result (for avoidance of doubt, if the referees blows their whistle to serve before the time expires, the rally must be played and the result of that point **will** count)
7. Any match determining a finishing position (except 1st or 2nd) or ANY qualification finals will be **untimed, BEST of 3** sets only with the 3rd set to 25 points (changing ends at 13).
8. Any divisional final to decide the tournament winner will be **untimed, BEST of 5** sets (5th set to 15 points only)
9. International rules will apply in all matches with the exception of:
 - a) The 12 Sub rule.
 - b) A Libero player may be changed each set
 - c) The "Skins" Rule (See "Skins" section below)
 - d) For the avoidance of doubt the new interpretation of "Double Touches" will apply as per VA and VV advice
10. Teams rostered for duty will be required to supply at least 2 linesmen, one Main Referee, one net referee, and at least one scorer.
11. Penalties for lack of duty members at the start of, or during a match, will be the loss of 1 (one) premiership point per duty member absent. Teams penalised under this rule will be notified after the match has been completed. Late arrival of duty teams by more than 5 minutes will result in the loss of 3 premiership points.
12. Teams must present at least six players for the start of each match, but if through injury **only** during the match this number is reduced to five, the team will be permitted to continue to play without penalty. Teams playing with five players must play with a "space" in the empty position, maintaining other rotational positions. Should a team be reduced to less than five players, the match, or remainder of, will be forfeited, but any points gained during the unfinished match will be retained for the purpose of calculating percentages.
13. If a playing team doesn't present with 6 players at the scheduled start time of the match, they will immediately forfeit the first set. If the team is still unable to field 6 players after 10 minutes, they will forfeit the second set and after another 10 minutes the third set and therefore the match will be forfeited.
14. **Mixed Division** teams play on U17 Boys net height and must have a minimum of 3 females or non-gendered players on court at any one time. Teams can choose to play with more females or non-gendered players on court than males but not vice versa (unless due to injury sustained during a match and with permission of the opposition captain and/or Venue Manager).
15. A player must take the court in at least 60% of available pool matches to be eligible for finals or have sought an exemption from the Tournament Director.

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16. All members of the team must be uniformly attired, including numbered shirts and matching coloured shorts.
17. Athletes competing in (EVENT) must hold a current minimum **Recreational** membership of VVI (or equivalent in your own state). Volleyball Ballarat will not be held responsible for medical or associated costs incurred.
18. The interpretation and decision of the Volleyball Ballarat Tournament Director will be final on all matters covered in these rules.
19. Any disputes or protests that arise during a match shall be referred to the Volleyball Ballarat Venue Manager or Tournament Director for immediate resolution.

"SKINS" RULES

1. A "Skin" is won when a team **wins a set against their opponent 25 – 12 or better.**
2. The team should shout "Skins" and the Duty team must note the time of the 'Skin' in the comments section of the on the score sheet with winning team and score.
3. Where two round matches or qualifying matches for finals from the same division are played at the same time on different courts, the first team to win a "Skin" in that time slot will be entitled to all "Skins" and/or any jackpot "Skins" available in that timeslot. The time entered on the score sheet will be considered the deciding factor if more than one team claim a "Skin" in that timeslot.
4. No "Skin" is applicable where a team that has entered a lower division is playing a team entered a higher division where entries result in combined divisions. These matches will be marked on the scoresheet and highlighted on the draw.
5. If no "Skin" is won during a timeslot, the allocated money will jackpot to the next match(es) and/or timeslot in that division (except where the next match is the Final).
6. Each division has prize money allocated to it (this may vary relative to the number of entries in the division)
7. Skins and Prizes will be paid by voucher or direct deposit to named bank account in the week following the tournament.

DIVISIONAL PRIZES

SKINS = \$50 per timeslot all divisions

PRIZEMONEY 1st = \$550

PRIZEMONEY 2nd = \$250