



# Gove indoor Volleyball Competition Local Rules 2016

## Highschool hall usage rules:

- Non marking shoes are to be worn.
- Food & drink is not to be consumed in the Gymnasium (only water permitted in non-glass bottles).
- Smoking is prohibited in all areas of the school and its grounds.
- All teams to provide a Referee or Scorer each night as rostered.
- First game teams to set up nets & last game teams to pack away nets.

## Basic Volleyball Rules:

Rules ensure fair, safe play & help prevent disagreements, it also allows for consistency for all teams.

References to the 2015-2016 Official Volleyball Rules will be in square brackets. Reference Website:

[www.fivb.org](http://www.fivb.org)

Eg [1.1] = rule 1.1 in the 2015 Official Volleyball Rules. *Italics* = local rules

1. **Teams-** (i) Maximum of 6 players on court at any time. *There is no limit to the number of substitutes used but they have to be registered with that team or casual, & paid the fee.* (ii) 2 of the 6 positions on the court are reserved for females, so if you only have 1 female, you can only play with 5 players. (iii) Minimum of 4 players (including 1 female) on court. Refer to Local Rules regarding borrowing players & substitution.
2. **Rotation-** Team rotates 1 position clockwise every time they win the serve, at which time players substitution allowed [7.6].
3. **Scoring a Point** – Point per Rally system, ie a point is awarded at the end of every rally. A team does not need to be serving to win a point [6.1.3.1 & 2].
4. **Games** – A game(“set”) is won by the team which first scores 25 points with a minimum lead of two points [6.2]. In the case of a 24-24 tie, play is continued until a two-point lead is achieved (26-24; 27-25; ...).
5. **Winning-** At the end of time, the team that has won the most sets(games) is the winner. *If the ball has already been served before the siren then continue playing for the point. In the case of an unfinished final set, the team that is winning the set at the end of the time is the winner of that set. If a tie, then next point wins (except for grand final). Unfinished sets over 15 points count towards ladder set points.*
6. **In/Out of play-** Ball landing on any part of the court boundary line is “in” [8.3]. If the ball touches the floor it is out of play [8.2], so if a fault (eg net touch) occurs after the ball has already touched the floor then the fault does not matter.
7. **Serve** –
  - 7.1. Serve is from anywhere behind the backline [1.4.2 & 12.4.3].
  - 7.2. ‘play on’ if a served ball touches the net & goes over [10.2].
  - 7.3. Serving team players can’t prevent the opposition from seeing the server or the flight path of the ball, eg by waving arms or jumping or moving sideways [12.5].
  - 7.4. Receiving team can’t spike or block the serve [13.2.4 & 14.5].
  - 7.5. At the moment the ball is hit by the server, each player must be in their correct position /rotational order [7.4 & 7.5].
8. **Hits-** A team is allowed a maximum of 3 hits (in addition to blocking) for returning the ball [9.1].
9. **Hit-**
  - 9.1. The ball can be hit with any part of the body (including feet) [9.2.1].
  - 9.2. The ball must be hit (bounce off the body) and not scooped / carried / grabbed or thrown [9.2.2].
  - 9.3. At the first hit of the team the ball may contact various parts of the body consecutively provided that the contacts occur during one action [9.2.3.2].
  - 9.4. A player may not hit the ball while it is still on the opponent’s side of the net [13.3.1]. After an attack hit, a player’s hand may pass beyond the net, provided that the contact has been made within their own playing space [11.1.2].
  - 9.5. A back row player may only spike the ball in the front zone if they jump from behind the front/back zone line, or if part of the ball is lower than the top of the net [13.2].
  - 9.6. The ball must cross over the net within the court lines when going over to the opponent’s court [10.1].
10. **Block-**
  - 10.1. Blocking is the action of deflecting/intercepting the ball coming over the net by reaching higher than the top of the net [14.1.1]. It is not a hitting action but rather like making a “wall” with the hands & arms.
  - 10.2. Consecutive (quick and continuous) contacts with the ball may occur by one or more blockers, provided that the contacts are made during one action [14.2].
  - 10.3. A block contact is not counted as a team hit, so a person touching the ball during the block may then hit the ball [14.4].
  - 10.4. Players may block on the opponents side of the net only when the ball is passing over the net, provided that he/she does not interfere with the opponents’ play before or during the attack hit [14.3 & 14.6.1].
11. **Net contact-** The ball may be played after rebounding from the net [10.3]. Players are not permitted to contact the net during the action of playing the ball [11.3.1]. This is a fault & a point to the other team. If players on opposite teams contact the net at the exact same moment, umpire to call replay.
12. **Opponents Court Contact**– *In order to avoid injury, a player may touch the centre line but not cross it. To touch the opponent’s court with a foot (feet) or hand(s) is not permitted.*

## **General Rules**

### **A) Casual players.**

A casual player not registered to a team can play a maximum of 3 games before they must pay full fees & register with a team. A casual player fee is \$10 per game and should be paid before playing. Finals: Players must play a minimum of 2 games for that team to qualify for finals and must register & pay all fees before they take the court. Teams may apply in writing to the GVA committee for exemptions if there are valid exceptional circumstances.

### **B) Borrowing Players.**

Pool 1/A grade players can't be borrowed. Teams may only borrow players from same or lower grades (Pool 1/A grade teams may only borrow lower grade players).

Players may only be registered to one team. If a team is short of players they should organise casual players (not registered to other teams). If teams borrow players, they must first satisfy the rules not to forfeit, then they can't field more players than the opposition.

Players borrowed from other teams **must** be identified on the team sheet & to the umpire & scorer so that they do not receive Best & Fairest points. However casual players can receive Best & Fairest points. Finals: no borrowing allowed.

### **C) Forfeits**

Teams have 5 minutes (once match time/clock has commenced) to field a minimum of 4 players.

The 4 players must include 1 female on the court otherwise they forfeit.

Out of the 4, there must be a minimum core of 3 registered / casual players (half of the 6 court positions).

If teams field players that have not registered or paid fees, GVA may enforce a forfeit.

Finals series: all players must be registered & paid all fees. Casual players must register & pay before playing.

Refer to Best & Fairest section regarding allocation of points.

If a team forfeits then the other team gets 3 sets to 0, & 75 points to 30 points. If both teams forfeit then both get 0 sets & 30 points.

*Scenario – I know my team will be short tonight and only have 2 registered players so I have to recruit a casual player (who needs to pay \$10) to make sure I have the team core of 3. Then I may borrow players (not in A grade/Pool 1) up to the equivalent on the opposition team. If the team I am playing only have 5 players on, & I borrow players then I can only field 5 so I don't have more than my opposition. However, I can field 6 players if I only use casual & registered players.*

### **D) Substitutes**

Teams are allowed unlimited paid players but can only substitute players when your team rotates, unless there is an injury.

There must be a maximum of 6 players on the court and two positions are reserved for females so if there are more than 6 players but only 2 females, then a male player can't replace/substitute with a female. If a team only has the minimum of 1 female, then you must play with only 5 players.

### **E) Best & Fairest points**

At the end of the game time slot the Umpire & scorer are to decide the two Best and Fairest males & two females. 2 points for the 1<sup>st</sup> & 1 point for the 2<sup>nd</sup>. They do not need to be 1 from each team, for example both females can be from the one team.

Borrowed players can't receive Best & Fairest points, but casual players can.

Forfeit: If a team forfeits but the other team still plays a scratch match with people around, then Best & Fairest points should still be given to any players from the 2 teams scheduled to play. Otherwise they are penalised due to no fault of their own.

### **F) Walls & Roof**

The ball can't contact the walls or equipment stored against the walls.

The basketball ring & backboard are classed as the "roof". If a team has not used all 3 hits when the ball hits the roof & stays on the same side of the court, the local rule is "play on".

If the ball hits the roof on the way over the net, before the other team hits the ball, the point is awarded to the opposing team.

### **G) Time**

Time slots are 40 minutes as indicated by the timer clock or siren. At full time, due to the timed slots, there will be no extra time (including for injuries), except where score is tied – play continues for next point (don't need to win by 2 unless deciding tie breaker set in grand final). If the ball has already been served before the siren, then continue playing for the point.

### **H) Referee & Scorer**

Please arrive at least 5 minutes before game start time. Team Referee should make themselves familiar with these rules.

The Referee authorizes the serve with the whistle, after having checked that the two teams are ready to play & that the server is in possession of the ball [12.3]. If the ball is served before the whistle then play is stopped & the serve repeated [12.4.5].

If a second ball rolls onto the court then play should be stopped immediately & the rally replayed [17.2].

Only the team captain can request clarification from a Referee [20.1.2]. Misconduct (unsportsmanlike/ rude/ offensive/ aggressive/ threatening actions or attitudes) by any team member may be penalized with a point & service to the opposition [21.3.1]. Calling the ball "in" to the opposition is considered misconduct.

### **I) Grand Final**

Games are first to 3 sets (not time based).