

Sunday Night Social Competition By-Laws

1 General

- 1.1 This Competition is to be played under the current FIVB Rules as amended by these MWVA Competition By-Laws.
- 1.2 The venues and equipment used in the Competition do not fully comply with FIVB rules and regulations. All players who choose to participate in the competition thereby accept that the venues and equipment are not fully compliant and therefore choose to play at their own risk.
- 1.3 Players wishing to play whilst pregnant must provide the Association with a Medical Certificate from their Doctor stating that they are cleared to play.
- 1.4 Players who are bleeding are required to leave the court until such time as the bleeding stops. If the absence of the bleeding player leaves a team with less than 5 players then the team shall be given a 3-minute "blood" timeout. If, at the end of 3 minutes, the bleeding has not stopped and therefore the player cannot return to the court then the team shall forfeit the remainder of the match.
- 1.5 The Association recommends that all players wear shoes, shorts, t-shirts, kneepads and **not** glasses or jewellery. Any player choosing not to follow these recommendations does so at their own risk.
- 1.6 A volleyball that is still in play and has left the airspace of the court and crossed the sideline of an adjoining court will be deemed to be out. The first and/or second Referee must blow their whistle at that time and signal that the ball is out.
- 1.7 The Board reserves the right to award bonus competition points (or deduct competition points) to teams for attendance at events duly designated (e.g. AGM or Referee courses etc).
- 1.8 All teams involved in the first and last games are required to assist with the setting up and taking down of the nets and ensuring the gym is left clean and tidy.
- 1.9 The Board reserves the right to make any decision in the best interests of the MWVA.

2 Net Height and Game Times

- 2.1 The height of the net for Division 1 shall be Men's Height (2.43m), Division 4 (Juniors) shall be Women's height (2.24m), all other Divisions shall be Mixed height (2.35m).
- 2.2 Games commence at the sounding of the hooter or as instructed by the Venue Supervisor.
- 2.3 All games are subject to a game time limit of 60 minutes except as provided under rule 14.4.
- 2.4 Games otherwise still in progress, shall end at the expiration of the game time limit (if any), as indicated by the court timer. If the ball is in play at that time, then the rally shall be completed and a point scored.
- 2.5 There is a 15 minute break between games which begins immediately upon conclusion of the previous game. This is the only time in which teams may warm up on court. Teams must supply the own ball(s) for use during warm ups. The Match Ball may not be used.
- 2.6 Players may not warm up with a ball in the gym while games are in progress.

3 Scoring & Results

- 3.1 Games are the best of 5 sets, subject to any game time limit.
- 3.2 At the expiration of the game time limit, or match stoppage under Rule 4, a set will only be counted towards the game result if, in the first four sets, one team has scored at least 13 points and has a minimum lead of 2 points, or in the fifth set, one team has scored at least 8 points and has a minimum lead of 2 points.

4 Interrupted Matches & Matches Not Started

- 4.1 Where a match still in progress is interrupted and play is held up for at least 15 consecutive minutes then the game shall be stopped and Rules 4.2-4.6 shall apply to determine the result.
- 4.2 In the event that a match still in progress is stopped before the normal completion (expiration of time limit or team winning 3 sets) then if at least 35 minutes of game time has been played then the match shall be deemed to have been played and completed and the result of the match shall be determined according to the score as it stood at the time of the interruption. Where less than 35 minutes has been played, the match shall be deemed not to have been played at all.
- 4.3 The Venue Supervisor shall have sole responsibility for determining the amount of game time played.
- 4.4 Matches that are stopped and deemed to have not been played at all under Rule 4.2 shall be rescheduled at the discretion of the Board.
- 4.5 Where a match is unable to be started (excluding forfeits) within 25 minutes of the appointed start time, then the match shall be postponed and shall be rescheduled at the discretion of the Board.
- 4.6 Where a match under Rule 4.4 or 4.5 is not rescheduled and played prior to the finals, then the result of the match shall be deemed to have been a draw with competition points awarded accordingly.

5 Competition Points

- 5.1 A win is worth 3 points, a draw 2 points, a loss 1 point and a loss on forfeit 0 points.
- 5.2 Teams failing to pay all fees by the commencement of the competition may be deemed to forfeit all games until such fees are paid in full. (Unless exemption has been given by the Board.)
- 5.3 Only registered players are to take to court during competition games. Teams who field a team with unregistered players face point penalties up to 3 points or removal from the competition, at the discretion of the venue manager.

6 Teams

- 6.1 Division 1 and Division 2 teams shall consist of six eligible players on court of which up to six may be women, but no more than four may be men. This may include one phantom player under Rule 8. Maximum Penalty: 1 Competition Point for each use of an ineligible player.
- 6.2 Division 1 and Division 2 teams using more than 4 men on court at the same time shall forfeit the game.
- 6.3 A player not registered with MWVA is ineligible to play with any team.
- 6.4 A player is only eligible to play for the team for which that player is registered except as provided under Rules 6.5 and 6.6.
- 6.5 A player from a lower division team is eligible to play in any higher division team.
- 6.6 A player in the lowest Division is also eligible to play in any other team in their own division.
- 6.7 A team may only use one player under Rules 6.5 and 6.6.
- 6.8 Any player used in a game, but not listed on the scoresheet when the scoresheet is returned to the Venue Supervisor, shall be deemed to have been an ineligible player.
- 6.9 A player's name must be removed from the scoresheet if the player did not play in the game.
- 6.10 A player may not register with more than one team, except with the approval of the Competition Manager.
- 6.11 During competition, a player may only transfer their registration from one team to another team with the prior written approval of the Competition Manager.
- 6.12 A coach of a Junior team may play with their team provided they are registered with MWVA.

7 Forfeits

- 7.1 At the commencement of the game (as provided under Rule 2.2), teams who are not ready to play with a full team (see Rule 6.1) shall forfeit the 1st set.
- 7.2 If, after 10 minutes, the team is still not ready, the 2nd set shall be forfeited and after a further 5 minutes, the 3rd set and hence the game shall be forfeited.
- 7.3 Any team forfeiting 2 games in a row may be disqualified from the competition at the discretion of the Competition Manager. In such cases, no refund of any fees paid will be made.

8 Phantom Player – Five Player Rule

- 8.1 A team may field only 5 players with the missing 6th player being a “phantom” player.
- 8.2 Teams must still adhere to all other existing rules regarding front and back court play.
- 8.3 The phantom player must be replaced by a real player as soon as possible.
- 8.4 The service is forfeited, and a point scored, when the phantom player rotates to the serving position.
- 8.5 A phantom player can be used in all games, including Finals Series games.

9 Uniforms

- 9.1 All players on the court shall wear numbered shirts of match colour, style, and design. Maximum Penalty: 1 Competition Point per game.
- 9.2 Teams in Division 1 must have numbers printed on the shirts.
- 9.3 A player playing in a team under Rule 6.6 or 6.7 shall be considered to be in uniform if that player is wearing the uniform of the team for which they are registered.
- 9.4 The Referee should advise the Team Captain that a point deduction is imminent before the non-uniformed player takes the court. Failure by the Referee to do so does not void the penalty.

10 Net Touch

- 10.1 A fault will be called when a player makes contact with any part of the net, including the antennae, whilst the ball is in play. The team at fault loses the rally with scoring and rotations occurring as normal.

11 Interruptions

- 11.1 Teams are entitled to take two 30-second time-outs during each set except during the last 10 minutes of the game when no time-outs are allowed.
- 11.2 A team is entitled to take 2 minutes between sets except during the last 10 minutes of the game when no time is allowed.

12 Substitutions

- 12.1 In Division 1, substitutions must be made according to the AVF 12 Substitution Rule.
- 12.2 In all other Divisions, there is no limit to the number of substitutions for a team or player. However, in any one set, teams may only use one of the following two substitution methods:-
 - a) A regular pattern of substitutions as a team rotates upon gaining the right to serve.
 - b) Normal substitutions such that no player enters into more than one position in the rotation.
- 12.3 An injured player may be exceptionally substituted beyond the limits of Rules 12.1 & 12.2.

13 Referee Duty

- 13.1 Duty teams at multiple-court venues will be nominated to supply either 1st Referees, 2nd Referees or Scorers (one per court).
Duty teams at single-court venues must supply a 1st Referee, 2nd Referee and a Scorer.
Maximum Penalty: 3 Competition Points for each failure to properly complete duty.
- 13.2 Teams doing 2nd Referee duty must report to the Venue Supervisor's table at the beginning of the warm up period to collect Match Balls and Scoresheets. Whistles are not provided by the MWVA.
- 13.3 At the end of the game, the 1st Referee must mark the scoresheet regarding Uniforms and nominate the Best and Fairest. The 1st Referee must then ensure the scoresheet is correctly completed and signed by both Team Captains before returning it to the Venue Supervisor's table.
Maximum Penalty: 1 Competition Point for each failure to complete the scoresheet.

14 Finals Series

- 14.1 The top four teams in each Division shall contest the Finals Series. In the event of a tie for positions the following criteria (in order) shall be used to separate the teams:-
- The difference between Sets For and Against in the whole competition.
 - The difference between Points For and Against in the whole competition.
 - Competition Points in the games between the teams.
 - Sets For and Against in the games between the teams.
 - Points For and Against in the games between the teams.
 - Toss of a coin.

Finals Format

Semi Final #1: 1st v 4th

Semi Final #2: 2nd v 3rd

Grand Final: Winner Semi Final #1 v Winner Semi Final #2

- 14.2 A player is only eligible to compete in the Finals Series for a particular team if the player has played a minimum of 50% of the scheduled number of games for that team during the Competition Rounds, except as provided under rule 14.4.
- 14.3 Where the scheduled number of games to be played during the Competition Rounds under rule 14.2 is not a whole number (ie a Competition played over 7 weeks would result in 3.5 games being the minimum requirement), the minimum requirement will be rounded up to the next whole number (ie 4 games in this example).
- 14.4 A player who has played 1 game for another particular team under Rules 6.6 or 6.7 is eligible to play in a Finals Series game with that team except when the player's own team is playing a Finals Series game at the same time.
- 14.5 Semi Final games shall be the best of three sets with no game time limit. Grand Final games shall be the best of five sets with no game time limit.

15 Enforcement of Competition Rules

- 15.1 The Competition Manager (or other Board nominee) shall have the sole responsibility for enforcing these rules and resolving any protests.
- 15.2 Notice of any decisions made shall, within 7 days, be given to the Team Captain(s) concerned either personally or via notices displayed at venues or in the Newsletter.
- 15.3 A team aggrieved by a decision of the Competition Manager may, through their Team Captain, appeal the decision to the Board in writing within 7 days of receiving notice of the decision.
- 15.4 The Board may confirm, vary or overrule the decision of the Competition Manager.