



VOLLEYBALL

Venue:

The Lights Sports and Community Centre, 244 - 270 East Parkway, Lightsview

Team, results & draw Information:

• SCORERS & GAME TIMES

- Best of 3 sets, the **first 2 sets will be first team to 25pts and winning by 2pts.**
(The 3rd set must have completed at least 15pts winning by 2, by one team to count as a set.)
****In case time runs out during the second set, the 3rd set rule will apply.**
- Teams will swap ends after each set promptly.
- Each team will need to supply a scorer.
- Both scorers will need to sit close to each other during the game, one to score and note down substitutions and the other to do the scoreboard.
- Score sheets will need to be handed into a SACSA Official promptly after coaches have signed them.
- The duration of game time will be 35mins with a 5 minute changeover before the next game.
- the umpires will start each game and a siren will sound at the end of each game.
- **There will be one (1) 30 sec timeout allowed during each set per team and cannot be called in the last 5 minutes of a game (max of 3 per game).** Timeouts and subs cannot be made in any general play only after a point/rally.

- **It is important that coaches, players and parents DO NOT communicate or challenge with the umpires.** If there is an issue, please direct your questions and/or concerns to the SACSA Executive Sports Coordinator or the Convenor of the event.

• THE TEAM

- Teams shall consist of a maximum of 6 players on court at any one time and up to 6 reserves (**12 players max**).

• PLAYING GROUND

- Will use a full-size court.
- The net height for **Boys 2.43 metres** and **Girls 2.24 metres**.
- Please keep your teams on the benches provided within your back court area so the central umpire can see the whole game being played.



- **THE BALL**
 - Full size Match Volleyballs will be used
 - SACSA Sports will supply all match balls.
 - Please make sure you bring no more than two warm up balls (named) for your team.
- **Before the start of a Game**
 - The **Home** team on the **score sheet** shall: **Serve first.**
 - The **Away** team chooses which end they would like to start at.
- **Players Numbers**
 - Players will need to wear numbered uniforms/bibs so substitutions can easily be recorded.
- **Table Points:**
 - 3 points for a win, 2 points for a draw, 1 point for a loss.
- **In the event of a draw** there will be NO extra time played and the score will be allowed.
- **Finals Draws:**
 - The top two teams from each pool will progress to the semi-finals after the minor round matches (1 v2 & 2 v 1). The other teams will play a cross over game (3 v 3 & 4 v 4).
 - Please check the sportfix app for all updates.
- **Crossover Draws:**
 - The **top two teams will progress to the Grand Final** after the minor round matches
 - Please check the sportfix app for all updates. Finals tab
 - Should two or more teams finish on equal points then the following method will be used to determine final positions in the order below:
 - i. The result of the match between the teams concerned.
 - ii. If still tied, placing's determined by the highest point percentage
 - iii. If still tied, the team with the least amount of points scored against them.
- **In the event of a draw or one team is up one point during the Grand Final:**
 - After the siren sounds, the game will continue until one team wins by two points.



Rules:

**Rules will be in accordance with the International Rules of Volleyball.
As well as - SACSA Sports Highlighted and or Modified RULES.**

- Teams will need to rotate clockwise when they gain possession of the ball.
- **Net touch rule:** Any part of the net, touched by a player in the act of playing the ball = net touch and loss of the point. A player cannot use the net to support themselves (e.g., from falling) or in any way that may distract/disadvantage the other team. (includes any netting and tape of the net)
- **Next court rule:** If the ball or player infringes upon (or above the vertical plane of) any part of an adjacent court = loss of point. This ensures that players, in their attempt to play the ball, do not go charging across the next court, endangering other players.
- No Blocking or attacking shots above the height of the net are to be played as return of serve.
- The ball must be hit cleanly and may not be thrown, caught, or scooped.
The ball may legally contact any part of the body.
- Teams have three contacts to get the ball over the net. The first block does not count as a contact.
- **Serving**
 - **Always wait for the umpire's whistle to start.**
 - Service may be overarm, sidearm, and or underarm.
 - The ball must leave the supporting hand to serve. No footy (AFL) handball style serves.
 - All Players need to serve from behind the baseline.
 - The ball can touch the net off the serve.



- **Substitution Rules**

- **Players can only be subbed on and off for the same player during the game. Not in rotation**

A player who has entered the game can be replaced only with a player who s/he replaced (If player #12 replaces player #6, #12 can come back for player #6). No more subs are allowed concerning player #6 or player #12 with any other player.

- Once a sub occurs and a player wishes to re-enter the set they must assume the original position in the service order in relation to other teammates.
- Once a new set/match starts all rotations from the previous set/match are cleared.
- The coach can make substitutions at any time during the game, except during play and **not in the last 2 mins.**
- The coach will need to notify the umpire if a substitution is occurring and the umpire will hold play until substitution has finished.
- **There will be the Libero rule for Division 1. As per FIVB rules.**