



# VOLLEYBALL

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## Venue:

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

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## Team, results & draw Information:

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### • SCORERS & GAME TIMES

- There will only be one set played in the time allocated.
- Scores will be continuous with the highest score winning in minor round games and winning by 2 points in finals.
- Each team will need to supply a scorer and be present at each game.
- Both scorers will need to sit close to each other during the game, one to score and the other to do the scoreboard.
- The **winning team** to bring the score sheets to the SACSA Desk promptly after each game and when the coaches have signed them.

**Please note: game times are dependent on number of teams in draw. Please refer to run sheet for times**

- Games will go for 22 minutes, there will be a 3min break between games.
  - The umpires will start each game and a siren will sound at the end of each game.
  - The first team to reach 15 points in a match, both teams will need to switch ends. This is a 1min forced time out and switch.
  - There is 1 x 40 sec timeout allowed during each game per team.
  - No timeouts in the **last five (5) minutes** of the game.
  - No substitutions in the **last two (2) mins** of the game.
  - Timeouts and subs can only be made between a point/rally.
  - Please ensure your team is ready to go before the start of the game.
- **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

- All age groups will use a full-size court.
- The net height for **Boys 2.43 metres** and **Girls 2.24 metres**.
- Please keep your team on the side of the court on the team benches as 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.
  - Please check the sportfix app for all updates.
- **Crossover Draws:**
  - **Teams that play a Semi-final** will be playing for a spot to get into the Grand Final.
  - 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 (if a two or three - way tie).
    - ii. If still tied or more than two teams tied, placing's determined by the **highest points percentage** e.g. points scored for / points scored against x 100.
  - **In the event of a draw or one team is up one point during Semi Finals and Grand Finals:**
    - After the siren sounds, the game will continue until one team wins by two points.



## Rules:

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**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.