



VOLLEYBALL - DIV 2

VENUE: The Lights Sports and Community Centre, 244 - 270 East Parkway, Lightsvue

RULES & REGULATIONS:

Normal Volleyball rules apply with some modifications; please see below.

1. SCORERS & GAME TIMES

- 1.1. Each team will need to supply a scorer that is not a coach or player.
- 1.2. Both scorers will need to:
 - 1.2.1. Sit at the scorer's desk, fill out **ONE** score sheet and operate a scoreboard.
 - 1.2.2. confirm the scores at full time with the coaches.
 - 1.2.3. Score sheets will need to be signed by each coach and brought to the SACSA Desk promptly.
 - 1.2.4. **PRE-FILLED Score sheets** will be available on court benches.
 - 1.2.5. Please **fill in the information needed for each game** e.g., player's names and numbers prior to the start.
- 1.3. The umpires will start each game and a siren will sound at the end of each game.
- 1.4. Time outs
 - 1.4.1. The first team to reach 15 points in a match, both teams will need to switch ends.
 - 1.4.2. This is a 1min **forced time out** and switch.
 - 1.4.3. There is 1 x 40 sec timeout allowed during each game per team.
 - 1.4.4. No **timeouts** in the **last five (5) minutes** of the game.
- 1.5. No **substitutions** in the **last two (2) mins** of the game.
- 1.6. Timeouts and subs cannot be made in any general play only after a point/rally.
- 1.7. Total allocated match time 25 mins.
- 1.8. Game time – 22 mins with 3 mins warm up time/change over

2. REFEREE

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

3. THE TEAM

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



4. PLAYING GROUND

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

5. THE BALL

- 5.1. Full size Match Volleyballs will be used.
- 5.2. SACSA Sports will supply all match balls.
- 5.3. Please make sure you bring no more than two warm up balls (named) for your team.

6. PRE GAME

- 6.1. The **Home** team on the **score sheet** shall: **Serve first**.
- 6.2. The **Away** team chooses which end they would like to start at.

7. PLAYERS UNIFORMS

- 7.1. Players will need to wear numbered uniforms/bibs so substitutions can easily be recorded.

SACSA SPORTS HIGHLIGHTED AND OR MODIFIED RULES.

8. Rotation

- 8.1. Teams will need to rotate clockwise when they gain possession of the ball.

9. Net touch rule:

- 9.1. Any part of the net, touched by a player in the act of playing the ball = net touch and loss of the point.
- 9.2. 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)

10. Serving

- 10.1. **Always wait for the umpire's whistle to start.**
- 10.2. Service may be overarm, sidearm, and or underarm.
- 10.3. The ball must leave the supporting hand to serve. **No footy (AFL) handball style serves.**
- 10.4. All Players need to serve from behind the baseline.
- 10.5. The ball can touch the net off the serve.
- 10.6. No Blocking or attacking shots above the height of the net are to be played as return of serve.
- 10.7. **The players of the serving team must not prevent their opponent, through individual or collective screening, from seeing the service hit and the flight path of the ball.**
- 10.8. Any player of the serving team is forbidden to raise hands above the head during service, until the ball has passed beyond the net.



11. SUBSTITUTION RULES

- 11.1. **Players can only be subbed on and off for the same player during the game. Not in rotation**
- 11.2. 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.
- 11.3. 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.
- 11.4. The ref will check that teams are substituting correctly and notify the first ref if they are not.
- 11.5. The coach can make substitutions at any time during the game, except during play and **not in the last 2 mins.**
- 11.6. The coach will need to notify the umpire if a substitution is occurring, and the umpire will hold play until substitution has finished.
- 11.7. There will be the no Libero for Division 2.

12. TABLE POINTS

- 12.1. 3 points for a win, 2 points for a draw, 1 point for a loss.

14. FINALS PLACINGS

- 14.1. The **top two teams from each pool will progress to the Semi Finals** after the minor round matches. The other teams will play off for minor placings (cross over rounds).
- 14.2. Please check the Sportfix app for all updates. **Finals tab**
- 14.3. Should two or more teams finish on equal points then the following method will be used to determine final positions in the order below:
 - 14.3.1. The result of the match between the teams concerned.
 - 14.3.2. If still tied, placing's determined by the highest point percentage.
 - 14.3.3. If still tied, the team with the least number of points scored against them.

15. DRAWN MATCHES

- 15.1. In the event of a draw during the **minor rounds** there will be **NO** Extra time played.
- 15.2. **In the event of a draw during the Semi or Grand Finals**
 - 15.2.1. After the siren sounds, the game will continue until one team wins by two points.