VOLLEYBALL CARNIVAL

Venue:

The ARC Campbelltown - 531 Lower North East Road, Campbelltown

General Information:

1. It is important that coaches, players and parents DO NOT communicate 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.

2. Please sign in your school at the SACSA Sports desk prior to commencement of the carnival.

3. **Uniform**
   Players will need to wear numbered uniforms/bibs so substitutions can easily be recorded.

4. **Format**
   The format for the day will be posted online when all teams have nominated and draws have been done. This will be approximately two weeks prior to the carnival (www.sacsasports.com.au/sports/volleyball).

5. Draws will be put on the SACSA Sports website online two weeks before the event (www.sacsasports.com.au/sports/volleyball).

6. **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).

7. **Ball information**
   - Full size Volleyballs will be used
   - SACSA will supply all match balls

8. **Scoring**
   - There will only be one set played in the time allocated. Scores will be continuous with the highest score winning.
   - Each team will need to supply a scorer.
   - Both scorers will need to sit/stand next to each other during the game, score and note down substitutions.
   - Score sheets will need to be handed into a SACSA Official.

9. Please do not bring any more than two warm up balls (named) for your team.

10. All team coaches must attend the coaches meeting. If this is not possible, please let the SACSA Executive Sports Coordinator know prior to the carnival.

11. SACSA Sports will provide a first aid officer, but will not supply strapping tape. Schools will also need to bring their own first aid kit.

12. **Game times & siren:**
    Please note: Game times below are subject to change, dependent on number of teams in draw.
    - games will go for 18 minutes with no half time break
    - there will be a two-minute break before the next game
    - a siren will sound at the start and end of each game
    - there is one timeout allowed during each game but cannot be called in the last 5 minutes of the game.

13. There will be a canteen available throughout the day at the venue.

14. Each team will need to be at their court two minutes before their game commences.

15. Presentations will be at the end of the day (please see draw for exact time). Teams are expected to stay until the conclusion of the day. Please inform Convenor or Executive Sports Coordinator if your school needs to leave early.

16. Blood policy will be enforced. Any student who has a blood injury must leave the court and have the wound covered before continuing in the game and a substitution must be made. Any clothing with blood on it must also be removed or cleaned.

17. Umpires will be supplied by SACSA Sports from affiliated SACSA Schools and/or clubs. These umpires have been trained and are experienced.

18. **Table Points**
    Teams will receive 3 points for a win, 2 points for a draw and 1 point for a loss.

19. **Medallions & Trophies**
    - Players from winning team (gold) and runner-up team (silver) will receive medallions.
    - Only 12 medallions will be given out for each team.
    - A championship trophy will be rewarded to the overall winners of each age group.
    - A challenge shield will be awarded to the highest placed team within the small schools category (please refer to SACSA Sports Booklet for details).

20. **Lateness Policy**
    The penalty for being late is 2 points every 1 minute late, with a maximum score of 10 – 0.

21. **Teams on equal points**

    In the event of two or more teams gaining the same amount of points, the respective placing's shall be decided by the following:

    - The result of the match between the teams concerned (if a two-way tie).
    - The team with the least amount of points scored against them.
    - If still tied or more than two teams tied, placing's determined by the highest point percentage e.g. (points scored for / total points against) x 100.

22. **Finals Rules**

    - **If the game ends in a draw or one team is up one point**:
        - This score is allowed in minor rounds and minor finals.
        - Where the result will make a difference to the proceeding matches, after the siren sounds, the game will continue until one team wins by two points.

Competition Rules (6-a-side Modified Volleyball Rules)

Rules will be in accordance with the International Rules of Volleyball. Please refer to the following web page www.fivb.org/EN/Refereeing-Rules/RulesOfTheGame_VB.asp. The following rules are either modifications to the National Australian Volleyball rules or are reminders of **important rules** that need to be followed.

- All age groups will use a full size court. The net height for opens will be 2.10 metres. Year 7/8 and 9/10 age groups will have a modified court height.

- No net touches are permitted during play (includes netting and tape of the net)

- 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.

- **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 attacking shots above the height of the net are to be played on the return of serve.

- Players may not make two consecutive hits of the ball.

- The team with the most points at the end of time, wins the game.

- Teams have three contacts to get the ball over the net. A block does not count as a contact

- The ball must be hit cleanly and may not be thrown, caught or scooped. The ball may legally contact any part of the body. Kicking is allowed.

- **Serving**
  - Always wait for umpires whistle to start
  - The ball must be hit with one hand AFTER being released from the hand. No footy passes.
  - On service, the ball can touch the net off the serve.
  - Service may be overarm or underarm. Players will need to serve from behind the baseline.
  - 7/8 girls may serve the ball from just inside the baseline. This means that they either start behind the baseline and take a step forward during their serve, or they start just inside the baseline with no further step when serving.

- **Substitution Rules**

  - Players are not subbed on or off within the rotation. Players can only be subbed on and off for the same player during the game.

  - 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 team mates. No change may be made in a player's position in the service order unless necessitated by an injury requiring an abnormal substitution.

  - The coach can make substitutions at any time during the game, except during play.

  - The coach will need to notify the umpire if a substitution is occurring and the umpire will hold play until substitution has finished.

If you have any further questions regarding the carnival, please use contact details below.

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