SECONDARY VOLLEYBALL CARNIVAL

Venue:

The ARC Campbelltown - 531 Lower North East Road, Campbelltown

General Information:

1. **Draws will be put on the SACSA Sports website and the Sportfix App** at least a week before the event. (Results and ladders will be available via the app during the day)
   Please check two days prior to the event in case of draws changing. Any changes after this will be only available on the Sportfix App. www.sacsasports.com.au/sports/volleyball.

2. **Scorers & game times**
   - There will only be one set played in the time allocated.
   - Scores will be continuous with the highest score winning by 2 points.
   - 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.

   Please note: game times are dependent on number of teams in draw. Please refer to run sheet for times
   - Games will go for 18 minutes with no half time break
   - there will be a two-minute break before the next game
   - the umpires will start each game and a siren will sound at the end of each game.
   - there is one timeout allowed during each game and cannot be called in the last 5 minutes of a game. Timeouts and subs cannot be made in any general play only after a point/rally.
   - Please ensure your team is ready to go before the start of the game.

3. All team coaches must attend the coaches meeting at 8:30am.
   If this is not possible, please let the SACSA Executive Sports Coordinator know prior to the carnival.
   Please sign in your school on arrival with the convenor.

4. Please remind your students that they may not wear anything that will endanger themselves or any other players e.g. NO jewellery or adornments

5. Schools will be responsible for their own general first aid needs, but an **employed First Aid Officer** will be present on the day to help with evaluation of injuries.

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

7. Photographs may be taken on the day during games. If you do not wish for a particular student to be photographed, please can you let the SACSA Sports Coordinator/convenor know prior to the event. **Team Photos** are the school's responsibility.

8. **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. A substitution must be made for immediate continuation of the game. Any clothing with blood on it must also be removed or cleaned. Time will not be stopped.

9. **Referees**
    - Paid umpires will be supplied by SACSA Sports from local clubs, recreation centres and senior students who have been trained and are experienced.
    - **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.

10. **Medallions & Trophies**
    - Players from the winning team (gold) and the 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.

11. **Spirit of the game**
    - Where necessary all teams need to retrieve the ball after each point and return it to the serving side or umpires.
    - At the end of the game all players and coaches should shake hands.
      This is a visual demonstration of the spirit in which the game is played.
    - We would also like for all teams to come together and pray in your last game before the start.

12. There will be a canteen with hot and cold food and drinks in the centre. Please ensure that your teams have adequate water for the day.

13. Presentations are at the end of the day. <u>Teams are expected to stay until the conclusion of the day.</u> Please inform convenor or SACSA Executive Sports Coordinator if your school needs to leave early.

Team, results & draw Information:

- **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 7/8 age group will be 2.15 metres.
  - The net height for 9/10 Boys age group will be 2.35 metres.
  - The net height for 9/10 Girls age group will be 2.15 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 choose to **serve first or not.**
  - 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** or one team up by one point during the minor rounds there will be NO extra time played and the score will be allowed.

- **Finals / Extra Rounds** - Teams will play a Final or Crossover game after the minor rounds if time permits. Please check the sportfix app for all updates.

- **Crossover Draws:**
  - Teams will play a final crossover game, but only the top two teams from each pool will play off, in a cross-over format, for a spot in 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:**
  - 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.

Modified Rules of the Game:

- 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.
    - Teams will need to rotate clockwise when they gain possession of the ball.
    - No net touches are permitted during play. (includes netting and tape of the net)
    - **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 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.
    - Teams have three contacts to get the ball over the net. A block does not count as a contact.
    - The team with the most points at the end of time, wins the game.

- **Serving**
    - **Always wait for umpires whistle to start.**
    - **The ball must be hit with one hand AFTER being released in an upward direction from the supporting hand.**
      No footy handball style passes.
    - 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 ONLY 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 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 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 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 is no Libero rule**

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

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