

SECONDARY VOLLEYBALL CARNIVAL

Venue:

The Lights Sports and Community Centre, Lightsvue

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 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 18 minutes, there will be a two-minute 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.
- 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 let the convenor know you have arrived.
- 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. Teams are expected to stay until the conclusion of the day. 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 Boys** age group will be 2.24 metres.
- The net height for **7/8 Girls** age group will be 2.10 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**: Will serve first and away team to choose which end.

- **Players Numbers**

- Players will need to wear numbered uniforms/bibs for identification.

- **Table Points:** 3 points for a win, 2 points for a draw, 1 point for a loss.

- **In the event of a draw:** During the minor rounds there will be NO extra time played and the score will stand as of the last point played.

- **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 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:

- The result** of the match between the teams concerned (if a two or three - way tie).
- 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:**

- Once the siren sounds, the game will continue until one team wins **by two (2) points**.

Modified Rules of the Game:

- 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.
 - **Net Touch rule:** net touches are not permitted during play. 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.
 - No part of the foot should be over the line under the net.
 - 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.
- **Serving**
 - **Always wait for the umpire's whistle to start each point.**
 - Service may be overarm or underarm. Players will need to serve from behind the baseline.
 - **7/8 girls ONLY - They will have a marked 1 metre serving zone in front of the baseline.**
 - **The ball must leave the supporting hand to serve.**
Failed to do so players will receive - 1 x warning, then teams will be penalised.
No footy handball style passes.
 - 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 game, they must assume the original position in the service order in relation to other teammates.
- 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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