

SECONDARY VOLLEYBALL CARNIVAL

VENUE: THE LIGHTS SPORTS AND COMMUNITY CENTRE, LIGHTSVIEW

TEAM & DRAW INFORMATION:

1. THE TEAM

- 1.1. Teams shall consist of 6 players on the court at any one time and a maximum of 6 reserve players - (12 players max).

2. PLAYERS NUMBERS

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

3. PLAYING AREAS

- 3.1. All age groups will use a full-size court.
- 3.2. The net height for **7/8 Boys** age group will be 2.24 metres.
- 3.3. The net height for **7/8 Girls** age group will be 2.10 metres.
- 3.4. The net height for **9/10 Boys** age group will be 2.35 metres.
- 3.5. The net height for **9/10 Girls** age group will be 2.15 metres.
- 3.6. Please keep your team on the side of the court on team benches so the central umpire can see the whole game being played.
- 3.7. When moving around the stadium, keep the ends of the courts clear while games are in play.

4. THE BALL

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

5. PRE-GAME

- 5.1. The Home team on the **score sheet**: Will serve first and away team to choose which end.

6. TABLE POINTS

- 6.1. 3 points for a win, 2 points for a draw, 1 point for a loss.
- 6.2. During the minor rounds there will be NO extra time played and the score will stand as of the last point played.

7. MEDALLIONS & TROPHIES

- 7.1. Players from the winning team (gold) and the runner-up team (silver) will receive medallions.
- 7.2. A championship trophy will be rewarded to the overall winners of each age group.
- 7.3. Only 12 medallions will be given out for each team.

8. SCORERS & GAME TIMES

- 8.1. There will only be one set played in the time allocated.
- 8.2. Scores will be continuous with the highest score winning in minor round games and winning by 2 points in finals.
- 8.3. Each team will need to supply a scorer and be present at each game.
- 8.4. Both scorers will need to sit close to each other during the game, one to score and the other to do the scoreboard.
- 8.5. The **winning team** will need to bring the score sheet to the SACSA Desk promptly after each game and when the coaches have signed them.
- 8.6. Game times are dependent on the number of teams in the draw.
Please **refer** to run sheet for times. **20min games with 2 min change over.**
- 8.7. The umpires will start each game, and a siren will sound at the end of each game.
- 8.8. **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.**
- 8.9. There is 1 x 40 sec timeout allowed during each game per team.
- 8.10. No timeouts in the **last five (5) minutes** of the game.
- 8.11. No substitutions in the **last two (2) mins** of the game.
- 8.12. Timeouts and subs can only be made between a point/rally.
- 8.13. Please ensure your team is ready to go before the start of the game.

9. FINALS

- 9.1. Where time permits teams will play in a final series after the minor rounds.
How these unfold will be dependent on the amount of teams involved during the day.
- 9.2. **Coordinators**, for more information on how finals will take place each time, please refer to the Finals policy on the coordinator's page located on the SACSA Sports website.
If you are **not** a coordinator then please refer to your coordinator for this information.
- 9.3. Please check the website and Sportfix app for all other updates.
- 9.4. Should two or more teams finish on **equal points** then the following method will be used to determine final positions in the order below:
 - 9.4.1. **The result** of the match between the teams concerned (if a two or three - way tie).
 - 9.4.2. still tied or more than two teams tied, placing's determined by the **highest points percentage.**

10. DRAWN FINALS

- 10.1. **In the event of a draw or one team is up one point during Finals and Grand Finals:**
- 10.2. Once the siren sounds, the game will continue until one team wins **by two (2) points.**

11. RESULTS

- 11.1. Results will be posted on the website during the event week or soon after.

MODIFIED RULES OF THE GAME:

12. MODIFICATIONS

- 12.1. Teams will need to rotate clockwise when they gain possession of the ball.
- 12.2. **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.
- 12.3. Please This ensures that players, in their attempt to play the ball, do not go charging across the next court, endangering other players.
- 12.4. No attacking shots above the height of the net are to be played on the return of serve.
- 12.5. No part of the foot can be **over** the line under the net.
- 12.6. 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.
- 12.7. Teams have three contacts to get the ball over the net. A block does not count as contact.

13. SERVING

- 13.1. **Always wait for the umpire's whistle to start each point.**
- 13.2. **7/8 girls ONLY – They will have a marked 1 metre serving zone in front of the baseline.**
- 13.3. Service may be overarm or underarm. Players will need to serve from behind the baseline.
- 13.4. The ball must leave the supporting hand to serve. (Clear gap)
- 13.5. Failed to do so players will receive - 1 x warning, then teams will be penalised.
- 13.6. No footy handball style passes.
- 13.7. The ball can touch the net off the serve.
- 13.8. When on serve, no player shall have their arms above their heads to block the opposition's view.

14. SUBSTITUTION RULES

- 14.1. **Players can only be subbed on and off for the same player during the game.**
- 14.2. **No player can be subbed in rotation.**
- 14.3. Example - 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 players #6 or #12 with any other player.
- 14.4. 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.
- 14.5. The coach will need to notify the umpire if a substitution is occurring, and the umpire will hold play until substitution has finished.
- 14.6. **There is no Libero rule**

All other information can be found on the SACSA Sports website - [EVENT DAY BOOKLET](#)

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