

PREMIER LEAGUE VOLLEYBALL RULES AND REGULATIONS

- 1 The Competition shall be conducted under the rules specified by Volleyball Victoria except where amended below.
- 2 Each college will field 1 boy's and 1 girls' team.
- 3 Each college is required to declare a **maximum of 10 players** on match day, with 6 in rotation at any one time. Teams must field **a minimum of 5 players** for a game to commence.
- 4 Matches shall **commence at 1:15pm** and shall be played at the home schools' venue.
Each team must provide:
 - a synthetic/leather volleyball, standard size,
 - a competent scorer/time keeper
 - a team list is to be completed and given to the Umpire and opposing Coach prior to each game.

- 5 Volleyball Net Height shall be as stated

Girls	Year 7-10	2.05m
Boys	Year 7-9	2.15m
Boys	Year 10	2.24m

- 6 Extreme Heat/ Weather
The **SACCSS Safety Policy** overrules game times and alterations to game times must be made.
- 7 Lateness
For every 5 minutes a team is late 3 points will be added to the score.
A Team arriving after 15 minutes after the scheduled start time of the match will forfeit the 1st Period of play
A team arriving after 25 minutes from the scheduled start time of the match will forfeit the game and the match match points will be awards to the opposition team.

7. SACCSS Specific By-Laws

7.1 Format/Time of Match

ALL Home & Away Premier League Volleyball matches are to play **3 SETS** (never 2 sets only) regardless of which team has won the first two sets.

ALL 3 SETS are to be played first team to 25 points – with a 2-point advantage.

Premier League Finals Volleyball Matches – can be played BEST OF 3 SETS. This should be agreed upon by the coaches of both teams prior to the finals commencing.

7.2 Play

7.1 Either side, regardless of who serves, can win points.

7.2 Any body part can be used to hit the ball.

7.3 The team's starting line-up (6 players) indicates the rotational order of players on the court.

This rotational order must be maintained through the Period.

7.4 Players must use the correct serving technique, that is the ball shall be hit with one hand or any part of the arm after being released.

7.5 If the ball hits the net on the serve and continues into the opposition's court, it is played on.

7.6 A team is entitled to a maximum of 3 team hits. A player may not hit the ball 2 times consecutively.

7.7 A ball driven into the net may be recovered within the limits of the 3 team hits

7.8 Teams can request 2 time-outs for a maximum time of 30 seconds.

(clock will stop for timeouts in the last 3 minutes of each Period)

7.9 After each set the teams change sides or ends.

8 **Officials**

The home school shall appoint an impartial umpire.
It shall be the responsibility of the home team to pay the Umpires at the end of the match.

9 In the event of the Umpire being later than 15 minutes after the official starting time of the match, the 2 Coaches shall confer in an attempt to reach a mutual agreement as to who shall umpire the match.

10 The following points shall be awarded for each match:

- Win = 4
- *Draw* = 2 (only to be awarded if game is abandoned due to heat)
- Loss = 0

11 Ladder Scheme: ladders for all Premier League Volleyball competitions will be based on the following

- Total Match Points
- Period Difference
- Periods Against
- Periods For

12 Forfeit

Teams requiring forfeiting a game must notify the Executive Officers and the opposing team as soon as possible. A forfeit will result in the game being awarded to the team available to compete, they will receive four match points and a win margin score of 3 Periods to 0.

13 Player Conduct

Players will be Yellow Carded or Red Carded for offensive conduct or aggression. First Yellow Card is a warning. A second Yellow Card will equal a Red. If a player receives a Red Card, they are off for the rest of the match and may not be replaced.

14 The Umpire shall have the power to order off and report any player for misconduct to the Executive Officer who shall forward details to the Principal and Sports Coordinator of the player concerned. The Umpire shall inform the player's Coach of his intention to lodge a report. The Principal and Sports Coordinator of the player reported shall deal with the case.

15 Recording of Scores

The Head of Sport of the HOME Team is required to enter the result within 24 hours and the AWAY Team Head of Sport is then required to confirm the entered score. Where they are unable to enter a result, they should e-mail the Executive Officer ASAP.

16 **Injury Time**

In the event of a serious injury where a player cannot be moved from the court until assessed and deemed medically safe to move, the game time shall be suspended for up to 15 minutes.

If appropriate to do so, the game may be moved to another Court within the same centre to be continued.
(considerations: player welfare/ supervision/ nature of injury)

Once player is moved from the court the match will recommence with a serve from the team who last had serving possession, when play was stopped, and the game is played out in its entirety. (3 x 15 minute periods)

If the game cannot be moved to another court, once the 15 minutes of time has elapsed the 2 coaches present at the game will shorten the remaining match time and play the remaining periods out.

If 2 periods have already been played at the time the injury took place, and one team is in front 2-0 this score will stand.

If 2 periods have been played and the score is 1-1, - this can be entered as a DRAWN match result

In the event of the score being a **DRAW in a FINAL** when Injury Time is called, and play does not resume within the 15 minutes; the entire match will be replayed at another time, as negotiated by the two colleges involved and the SACCSS EOs.