



COMPETITION BY-LAWS

DISCLAIMER: The process of improving the competition is ongoing. These By-Laws are subject to changes. Always check with the Venue Manager before each season for the most current By-Laws.

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1. INTRODUCTION

1.1 Welcome to Baulkham Hills Volleyball (BHV). Please take time to read the information provided here. It will explain rules and responsibilities and help you and the other players to enjoy the competition.

2. RULES, REGULATIONS & POLICIES

2.1 BHV competitions are run according to Federation Internationale De Volleyball (FIVB) Rules of the Game as adopted by the Australian Volleyball Federation (AVF), except where specifically amended by the By-laws set out in this document. Please make sure that all players in your team read and understand them. All players are encouraged to obtain the official FIVB Rule book and familiarise themselves with the rules & protocols of Volleyball.

2.2 BHV advises that its venue, (Baulkham Hills High School Gym) does not comply with all FIVB regulations with respect to the playing area. BHV takes no responsibility for injuries caused due to these irregularities.

2.3 BHV has in place member protection policies and a qualified Member Protection Information Officer (MPIO) is also available to advise on issues pertaining to BHV incidents or matters, as per NSW Dept of Sport and Recreation guidelines.

3. MEMBERSHIP & INJURIES

- 3.1** All players must have membership with BHV before they enter a court for training or competition. BHV membership may include registration with State Volleyball NSW (SVNSW), and Australian Volleyball Federation (AVF). It also provides players with insurance coverage in the event they are injured, or injure others during a game or training session. (See By-Law 6.6)
- 3.2** All injuries that take place during a match (including official warm up) must be recorded on the scoresheet immediately by the duty team in the “remarks” section and the venue manager must be advised of this incident. E.g. *Injury to player number 8 from Team A (L. Ankle), second set, at 9-15.*
Injuries at training must be reported immediately to the coach in charge of the training session.

4. TEAM BOND

- 4.1** The aim of the team bond is to encourage teams to comply with the By-laws; behave in a responsible manner and establish a commitment to the competition & respect for other players, officials and spectators.
- 4.2** Each team must lodge an \$80 bond with BHV upon lodging an entry form for any competition.
At the end of each competition the bond is refundable, or can be carried over to the next competition. If the team has not fully complied with the By-laws, bond deductions may be incurred and a reduced portion of the bond will be refunded.
- 4.3** The team bond will be reduced in part or in full according to the scales in By-law 16.3
- 4.4** The venue manager will notify the team representative or their substitute of the infringement. The team must replace the lost bond before the finals, of the current competition.

5. LATE ENTRY PENALTY PAYMENT

- 5.1** A late entry penalty fee of \$80 will be payable with any entry form not lodged by the closing date for entries. Note: Payments are to accompany entry forms.

6. UNIFORMS

- 6.1** All team members must be in uniform by the 3rd week of competition. After two weeks a team will be sanctioned as laid down in By-law 16.3. Players not in correct uniform will not be permitted to take to the court in all competition semi-final & final matches.
- 6.2** The team uniform shall consist of matching shirts of the same colour & style with permanent numbers of contrasting colour at least 2 cm thick & 10 cm in size placed on the front and at least 2 cm thick & 20 cm in size on the back of the shirt. All players in a team are encouraged to wear shorts of the same colour.
- 6.3** Teams may apply to the venue manager for exemption from By-law 6.2 where proof of uniforms on order can be produced.
- 6.4** Non-marking sport shoes must be worn during competition and training.
- 6.5** No player is permitted to play without shoes under any circumstances.
- 6.6** BHV advises all players not to wear jewellery or watches while playing volleyball as this may cause injury to you or others. BHV takes no responsibility for injuries caused or worsened by wearing jewellery or watches, or for damage to the jewellery or watch itself. Players who disregard this advice are not covered by BHV’s insurance policy for any of these situations in which wearing jewellery or a watch contributes to an incident. Further the player may be liable in circumstances where wearing jewellery or a watch contributes to an incident involving another player.
- 6.7** A player who substitutes for a team for one match to avoid a forfeited match does not have to be in that team's uniform and no competition points shall be deducted for the substitute player’s uniform. The substitute player must, however, wear his or her own team's uniform.

7. TEAM FORMAT

- 7.1 Upon entry into the competition, all teams must nominate a minimum of seven and a maximum of ten players all of who have current membership with BHV.
- 7.2 Teams in BHV's 'Open' competitions may consist of any number of male and female players.
- 7.3 Teams with five players will be sanctioned as laid down in By-law 16.3.
- 7.4 All teams are permitted to play with five players on court. A gap must be nominated in place of the missing sixth player in the team's rotation line up. The service shall be forfeited when the gap rotates to the serving position and a rally point allocated to the opposition.
- 7.5 Teams with only five players are not permitted to borrow a sixth player from another team that plays on the same night of competition. This includes borrowing players from lower grades.
- 7.6 A team short on players may borrow one or two player from a lower grade on the same night of competition, except in the lowest grade where player/s from the same grade may play. However, the team *must* play with *maximum* five players, unless approval is given by the Venue Manager, after consultation with the opposing team. See By-law 7.3.
- 7.7 A player may play in a higher grade a maximum of two times during the same competition. On the third occasion that player will become ineligible to return to the lower grade for the remainder of that competition. Exemptions from this By-law may be granted only with the approval of the Venue Manager, who will determine the situation on its merits, however, that player will still need to meet requirements set down in By-laws 13.1, .2, and .3.

8. PLAYER TRANSFERS

- 8.1 A player may only play in one team per competition night except when playing as a "borrowed" player as described under By-law 7.6, unless an exemption has been granted under By-law 7.7.
- 8.2 A player may transfer from one team to another once they receive clearance from the team representative of the team they wish to leave. The team representative granting clearance should ensure that the player does not owe money or uniform to the team.
- 8.3 Once receiving clearance the player must apply to the venue manager for a transfer. The Venue Manager must within one week approve or refuse the transfer of the player and notify that player.
- 8.4 A player may transfer only once per competition.
- 8.5 The Venue Manager may refuse a transfer to any player without explanation.
- 8.6 The Venue Manager, at their discretion, may restrict or prohibit players from playing in a lower grade than they are capable, or in a higher grade than they are capable.

9. PLAYER BEHAVIOUR

- 9.1 BHV aims to promote sportsmanlike conduct in all its competitions.
- 9.2 Only the Game Captains are to communicate with the referee, and other officials, and must do so in accordance with correct protocols stipulated in the FIVB rules.
- 9.3 A player may query any sanction issued, through a written application to the BHV Committee within seven days of the sanction being issued.
- 9.4 The Committee will consider the protest at its next meeting and will issue a written determination to the applicant within seven days of the meeting. The decision of the Committee will be binding.

10. ALLOCATION OF COMPETITION POINTS

10.1 Competition points are allocated on a cumulative basis as follows:

- **0** points for a loss
- **1** point if the team is ready to play with a minimum of six players at the appointed match start time.
- **1** point for each completed set won. A set is deemed to be complete if one team has reached thirteen points in the first 4 sets or eight points in the 5th set and leads by at least two points.
- **3** points for the overall winner of the match. (Except 'Draw Win')

If at the end of the scheduled time period the set score is even, the total number of points won by each team in all sets will be calculated to decide a 'Draw Winner' and 'Draw Loser'.

Points will then be allocated as follows:

- **2** points **Draw Winner**.
- **1** point **Draw Loser**.

If the total points are exactly the same in a count back, the match will be deemed a '**Draw Draw**' each team will receive **1.5** points.

The maximum number of points per match is **7**, not including **Bonus Points** when applicable.

10.2 Competition points may be **deducted** for such breaches as players out of uniform, unregistered players, outstanding fees, and forfeits of matches/duties or sub-standard duties as per By-law 16.3

10.3 **Bonus Points** may be awarded to teams in a variety of ways. This may include rewarding teams for full payment of fees, players for attending and completing certain courses, i.e. Rules of the Game courses, and also for correct and diligent performance of duty - which includes correct completion of scoresheet.

11. MATCH FORMAT

11.1 The match format consists of a 10 minute warm up period consisting of 5 minutes individual player warm up, four minutes spiking at the net (both teams together) and one minute serving. During this period the team representatives or captains must do the toss, fill in player names and numbers on the scoresheet, sign in the appropriate space and submit a rotation slip to the scorer.

11.2 The match will commence immediately following the warm-up. Matches will be best of five sets to a given time limit. If the ball is in play at the time limit the rally will be allowed to continue. In the event of a replay within the last rally, the rally will be replayed.

11.3 A team may make up to 12 legal substitutions per set. Any player may enter the court up to three times in one set. A player in the starting line up is deemed to have made their first entry into the set. Up to six players may substitute into any one position in the rotation but may not enter into more than one position in the rotation in any one set, i.e. a player may not change their position within the team rotation (at the start of each rally).

11.5 The referee/ Venue Manager is to advise both captains when there are **six** minutes remaining in the match, usually done by the sounding of a 'Hooter' followed by the announcement 'six minutes'

11.6 During the last **five** minutes of a match no stoppages (time outs or ordinary substitutions) will be permitted. Injured players may be substituted according to the normal Rules. If a set is completed during this period the teams must change ends and the referee will commence the next set with only sufficient break for the scorer to complete the scoresheet and record the team line-ups.

11.6 If a team does request a stoppage during the last five minutes after receiving prior notice from the referee, they will be penalised with a time delay under the FIVB rules. If the referee/ Venue Manager fails to advise at the six minutes remaining mark, the team may make one substitution only.

12. DUTY TEAMS

- 12.1 All teams in BHV competitions will, at times, be required to perform duty on matches. All teams will, as near as possible, be allocated equal amounts of duty responsibilities, especially if Duty Bonus points are used in that competition. It is the responsibility of each team to provide at least two suitably qualified and/or competent referees.
- 12.2 A duty team consists of a minimum of five people including two nominated referees, a scorer and two line judges.
- 12.3 Failure to provide the minimum duty team can result in a 'Duty Forfeit' and a sanction as laid down in By-law 16.3
- 12.4 It is the responsibility of duty teams to set up and dismantle court equipment. Duty teams on the first match of each night must arrive at least ten minutes before the warm-up period to set up the court equipment. The duty team for the last game of the evening is responsible for packing away the court equipment.
- 12.5 The Duty team needs to nominate the 2 Most Valuable Players (MVP's). Failure to do so can be deemed to be sub-standard performance of duty and will be sanctioned according to the sanction scale as laid down in By-law 16.3.
- 12.6 The venue manager may also deem a team's performance of duty to be substandard if the team fails to enforce the Rules of the Game and the By-laws. A substandard duty can result in a sanction as laid down in By-law 16.3.
- 12.7 If a team does not have sufficient qualified referees, it should inform the Venue Manager to obtain details of forthcoming referees' courses.

13. PLAYER ELIGIBILITY FOR FINALS

- 13.1 A player must have played in at least **50 % of the round matches** with their team to be eligible to play in the semi-final & final.
- 13.2 It is the responsibility of the referees and/or the duty team to ensure that all players listed on the score sheet are present at the match. At the completion of the second set the referee shall, through instruction to the scorer, **delete or cross out the name of any player who is not present.**
- 13.3 Appeals for exemption from this By-law may be made in writing to the BHV Committee.

14 FINALS SERIES FORMAT

- 14.1 The teams that finish in the top four places on the competition points table after the final round match will be involved in the finals series, unless otherwise stated in the draw at the commencement of the competition.
- 14.2 The format will be determined by the Venue Manager and explained in the competition draw. A Play-Off for third place followed by a Grand Final, will determine the final competition results, unless otherwise stated at the commencement of the competition.
- 14.3 Trophies, medals, or certificates will be awarded to the top three place getters in each grade.
- 14.4 The top three place getters in each grade may also be awarded prizes and/or merchandise in recognition of their achievements.
- 14.5 The awards may be presented at completion of each competition or at the BHV Annual Presentation Dinner.
- 14.6 If teams are equal on competition points at the end of the round matches the semi-final positions will be determined by the percentage of sets for and against. If this is equal then the percentage of points for and against will determine positions for finals.

15. FORFEITS AND SANCTIONS SCALE

- 15.1** A team that cannot form a complete team (min 5 players) in accordance with By-laws 6 and 7 at the completion of the ten minutes warm-up period will immediately forfeit the first set; the second set after a further ten minutes and consequently the match after a further ten minutes.
- 15.2** A team, which fails to form a complete duty team in accordance with By-law 12.2 at the scheduled starting time for the warm-up, can be sanctioned. A duty team must have five people in attendance at least ten minutes before the start of the warm-up period for every match to ensure that court equipment is set up, in correct order and ready for play.

15.3 Table of Sanctions

Breach	Bond Reduction	Competition Points
Use of unregistered player		
- 1 st occasion	Nil	1 point per player per match*
- 2 nd occasion	\$15	Forfeit of match
Player out of uniform	Nil	1 point per player per match*
Forfeit of match		
- Less than 3 players	\$60	3
- 3 players	\$30	2
- 4 players	\$15	1
5 Players for match		
- 1 st occasion	Nil	0
- 2 nd occasion	Nil	1
- 3 rd occasion	Nil	2
- 4 th occasion	\$25	3
Forfeit of duty- for each person short of the 5 required for duty	\$5 per match	1 point per match
Substandard performance of duty	\$15	1
Player or team issued with a second yellow card for competition	\$15	0
Player or team issued with a Red Card (Expulsion)	\$15	1
Player or team issued with a Red Card & Yellow Card simultaneously (Disqualification)	Set by Committee	Disciplinary action subject to the Committee.

* To a maximum of three points per match

16 MOST VALUABLE PLAYER AWARDS

- 16.1** This award is designed to reward outstanding performances of individuals in all grades of competition. This award can only occur if **all** duty teams in **all** games complete the scoresheet in the appropriate manner.
- 16.2** At the end of each match (excluding Semi-Finals and Finals) the Duty team will choose two Most Valuable Players (MVPs), the first to receive 2 points, the second to receive 1 point. The scorer is to ensure that this is carried out.
- 16.3** Trophies, medals, certificates and/or prizes will be awarded to the Most Valuable Player in each grade at the completion for each competition or at the BHV Annual Presentation Dinner.

17. NET HEIGHTS

- 17.1** Duty teams are responsible for maintaining the correct net height for each grade.
- 17.2** All 'Open' teams in A, B and C Grade will compete at Mixed height net (2.35m). At the discretion of the Venue Manager, the most competitive A grade competition may be played at Mens height net (2.43m) and C grade may be played at Women's height net (2.24m)

18. VOLLEYBALL PENETRATING AIRSPACE OF ADJOINING COURT

- 18.1** A volleyball that is still in play and has left the airspace of the court and crossed the sideline of the adjoining court will be deemed to be out. The first and/or or second referee must blow their whistle at that time and signal that the ball is out. A line judge should assist the referees in detecting a ball that crosses the sideline of the adjoining court.
- 18.2.1** In the event that no scheduled match is on an adjoining court (court **must** be empty of players at the time), the Venue Manager may instruct referees to allow a ball crossing the sideline of the adjoining court to remain in play.
- 18.2.2** Freespace **between** courts is to remain unobstructed by personnel other than referees. That includes Substitute players and Coaches.

19. ON-THE-SPOT-PROTESTS AND ENQUIRIES

- 19.1** On-the-spot-protests or enquiries relating to the interpretation or implementation of the Rules of the Game or these By-laws can be determined by the Venue Manager, whose decision will be final.
- 19.2** It is the responsibility of all team representatives and/or captains to ensure that all players in their team are aware of the Rules of the Game and these BHV By-laws. No consideration will be given to any protest from any team, which does not make reference to the relevant section of the Rules of the Game and/or these By-laws.
- 19.3** The On-the-spot-protest must be reported at the time of occurrence to the 1st referee. The protest must be recorded by the team's captain or coach before the first referee fills in, or signs the scoresheet.
- 19.4** The first referee or Venue Manager may also record on the scoresheet any infringement of the Rules of the Game or these By-laws, which may result in a sanction by BHV.
- 19.5** A formal written protest can also be sent by the game captain or coach to the Venue Manager within seven days of the match to be at all considered. However, the initial protest must be recorded on the scoresheet immediately after the match