



REGIONAL ACADEMIES OF SPORT

2024 ACADEMY GAMES

INDOOR VOLLEYBALL

RULES & REGULATIONS

These Rules & Regulations address arrangements to enter the competition, requirements of participant teams and conduct of the competition. All individuals participating in the Academy Games Series, including officials, coaches and team captains are deemed to have agreed to these By-Laws.

TEAM ENTRY CRITERIA

Team nominations must be entered via the official process and timeline as deemed appropriate by Academy Games organisers.

Academies are permitted to enter no more than 2 teams per gender (male & female). The final number of teams allowed to enter may be restricted depending on venue and time availability. Athletes must be born between 2012 – 2007 to be eligible to compete.

Team Entry Deadlines will be strictly enforced. This is necessary to provide VNSW/RAS sufficient time to process entries, special requests and create an equitable draw, which then gives teams and officials adequate notice of their commitments starting on Day 1 of the event.

If insufficient entries are received to deliver a viable competition in any given division, Organisers will merge two Divisions and allocate teams equally across Pools.

Organisers will liaise with team contacts for any matters that may see a division being merged, oversubscribed or players breaching eligibility rules, before releasing event draws.

MOVEMENT OF PLAYERS BETWEEN TEAMS

All team entries must be accompanied by a team list. Those players named cannot play down in lower divisions, or across teams in the same division, unless prior approval is given by the tournament directors. No more than 2 players per gender will be permitted to play across teams.

MINIMUM GAME NUMBERS & DUTY ALLOCATIONS

Teams will participate a minimum of four (4) games, for every team competing. Duty allocations will be scheduled equitably across the weekend where possible.

MATCH FORMAT

All matches will be played under the current FIVB Official Volleyball Rules as amended by the competition rules outlined below. Please ensure you are familiar with these rules.

1. Matches that start late for any reason will still finish at the scheduled finish time.
2. Warmup (5 minutes) and access to the court will start at scheduled times. The 'match commencement whistle' for the match will occur 5 minutes after the scheduled start time.

All round matches will be **the best of three (3) sets**. Games will feature 5-minute warm up and 55-minute game time, where the limitations of the draw allow.

Sets 1-2 are to 21 points, 3rd set is to 15. All sets are rally points with first to 21 points, a 2-point advantage is not required.

An unfinished set will be deemed complete if a team reaches 13 points (sets 1-2) or 8 points (set 3).

Failure of teams to reach these points to complete a set, results in a draw where sets won are equal. The rally being played at the end of the time limit will be allowed to finish and be counted.

If the Referee has whistled for service prior to the siren for end of match, the rally must be played, and shall count toward the scores. The 1st Referee alone shall determine whether the whistle preceded the siren.

All sets (3) must be played out, or until the time limit (55 minutes) is reached.

Change of Ends will be 1 minute.

No time outs permitted in the last 5 minutes of all games.

The 12 Substitution Rule will be used in all Divisions and Liberos can be changed per set.

The Venue Manager or Chief Referee may give permission for a Libero to be re-designated as a normal court player to avoid a forfeit in the case of an injury.

The net heights are as follows (assuming suitable equipment is available):

Boys: 2.43m

Girls: 2.24m

3. Final placing matches will be played where possible.
- a) **Play off matches will be to the best of three (3) sets and timed.** Sets 1-2 are to 21 points, 3rd set is to 15. All sets will be rally point with a 2-point advantage
 - b) **Gold & Bronze matches will be to the best of three (3) sets and untimed.** Sets 1-2 are to 21 points, 3rd set is to 15. All sets will be rally point with a 2-point advantage.
4. Duty teams must know the rules of the game & provide:
- | | | | |
|-------------------------|-------------------------|--------|----------------------------|
| 1 st Referee | 2 nd Referee | Scorer | 2 x lines-people (minimum) |
|-------------------------|-------------------------|--------|----------------------------|
5. Competition points will be awarded as follows:
- | | | | | | | | |
|------------|----------|-------------|----------|-------------|----------|----------------|-----------|
| Win | 3 | Draw | 2 | Loss | 1 | Forfeit | -1 |
|------------|----------|-------------|----------|-------------|----------|----------------|-----------|

At the conclusion of the round games, if teams are equal on competition points in the competition ladder, then the following criteria will be used to decide final positions:

Set Percentage

Sets Ratio = Sets WON / Sets Won + Sets Lost

The team with the highest set ratio (to TWO decimal points) will be awarded the higher placing.

If the tie still exists after the calculation of the Set Percentage, then ranking will be determined by Point Percentage.

If there is still no clear placing, then positions will be determined by the highest point percentage, then WIN Ratio.

If there is still no clear placing, then positions will be determined by the "Head-to-Head".

Should there be NO clear winner, the toss of a coin will determine the higher ranked position.

- 6. All protests shall be addressed to the nominated Chief Referee or Tournament Director for determination, following an on-the-spot protest resolution procedure.
- 7. The Competition Manager will have the ultimate right to make necessary changes to the draw and above rules dependent on any circumstances arising from the team entries or circumstances arising during the competition.

FORFEIT & LATE STARTS

Any team(s) not ready at the match commencement whistle will forfeit the first set with a 21-0 score. After a further 10 minutes increments if a team is still not ready, they will forfeit the second set and third sets, with a 21- 0 & 15-0 score respectively and the non-forfeiting team will be declared the winner three (3) sets to nil (0).

FINALS ELIGIBILITY

To be eligible to play in a playoff match a player must have entered the court at least once in a round match for that team during the competition.

Teams fielding 'ineligible players' in finals/medals matches will automatically forfeit all sets in which that player took the court.

PLAYER ELIGIBILITY

- All players must be current Registered Members of VNSW. It is the responsibility of the Team organisers to ensure player registration and payment has been received by VNSW prior to the commencement of the event, no less than 5 days prior to the event.
- Player verification will occur by referencing the submitted Entry Forms against the VNSW Member Register as of Monday prior to the tournament. Players not registered will not be permitted to take the court.
- A player may only play for the team they register with unless prior approval is given by the Tournament Director.

UNIFORMS

All players must wear a uniform, complete in the following details;

- a) The shirt must have - permanently fixed to the front and back - a number between 1 and 99. Numbers on the front right-hand side of the shorts are also encouraged.
- b) The colour and design of the shirt must be consistent throughout the team.
- c) Male players must wear shorts consistent in colour, trim and style.
- d) Women's teams are allowed to wear shorts, sports briefs, or bike pants, providing the uniform is consistent throughout the team in terms of colour.
- e) A Team's nominated libero (s) will wear a contrasting uniform and may change each set of a match. A team may redesignate libero(s) between sets.

Player, Coach & Spectator behaviour

Players, coaches, or spectators may be given a verbal or written warning by Competition Management regarding their conduct during competition.

Competition Management have the power to issue sanctions to players, coaches, or spectators as they deem appropriate.

Any player, coach or spectator who receives two (2) written warnings or two (2) Red Cards (excluding time delay sanctions) during the competition will be:

- a) suspended from being involved in the same team's next match, which does not include a bye.
- b) cannot be involved in any other matches or Divisions until the suspension imposed is completed.

Any player, coach or spectator who is sanctioned with expulsion (Red & Yellow together) will be:

- a) suspended immediately from the match in which they incurred the sanction.
- b) suspended from being involved in the same team's next two (2) matches, which does not include byes.
- c) cannot be involved in any other matches or divisions until the suspension imposed is completed.

Any player, coach or spectator who is sanctioned with disqualification or expulsion will be cited to appear within 5 days at a VNSW Judiciary Committee at the discretion and direction by the VNSW CEO.

COMPETITION MANAGEMENT

The Tournament Director/Venue Manager is responsible for the efficient running of the competition.

They are also responsible for recording the final placings at the end of the competition.

The Chief Referee is responsible for the supervision of all Referees and implementing the “on the spot protest resolution” procedure.



REGIONAL
ACADEMIES
OF SPORT